

NO.1 FOR DIGITAL ARTISTS

# ImagineFX

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## ESSENTIAL ART SKILLS & ADVICE

Fresh new ways to make you a better artist today!

INSPIRATION!

### ARE FEMALE ARTISTS DISADVANTAGED?

THE LIFE AND ART OF ZOË MOZERT

JULIE DILLON PAINTS STRENGTH & BEAUTY

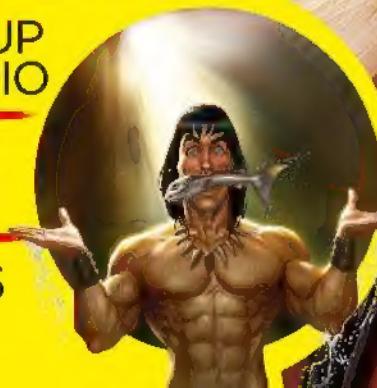
BECOME A

# Pin-up ARTIST

CREATE RETRO PIN-UP ART IN MANGA STUDIO

### HOW TO PAINT THE PERFECT BEEFCAKE

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— Gary Hopkins

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- Tom Björklund

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# Welcome... to the cake issue!



Well, hello there! Do you love our cover art? We sure do! Thanks to Cris Delara, who painted the cover exactly how I saw it in my head. No mean feat, considering all the other gubbins that lurks in there. I hope you'll enjoy the poster, too. Which pin-up will you choose to adorn your wall? Will it be the sassy cover art, or will

you opt for Loopydave's beefcake, or Fiona Stephenson's Elvgren-inspired image? Send us a pic of where you put it up!

This issue is definitely a celebration of all things pin-up. Alongside Cris's cover and Fiona's classic cheesecake workshops, we're also proud to showcase the art of Zoë Mozart, a ground-breaking artist who some may have forgotten over time. We're also featuring lady art specialist Serge Birault, an artist whose love for octopuses and women in rubber I simply can't forget...

However, I also thought it would be interesting to ask an artist (namely the sublime Julie Dillon) to share her thoughts on how she views and paints a female pin-up. You can see the results over on page 74. I also couldn't resist setting Loopydave loose on creating the perfect beefcake. See how this man measures up on page 68.

Recently on our letters page, we've briefly touched upon the issues around women in art and whether they're at a disadvantage because of their gender. Over on page 16 we've gathered a group of female artists and art directors to discuss the issues.

As ever, let me know what you think about the issue.

*Claire*

**Claire Howlett, Editor**  
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Our special cover for  
subscribers this issue



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THE PLACE TO SHARE YOUR DIGITAL ART



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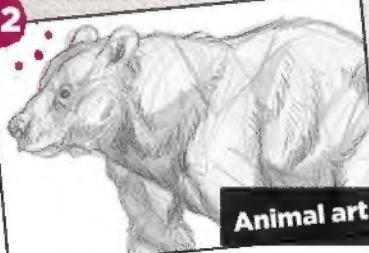
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Animal art





# FOR DIGITAL ARTISTS ImagineFX Resources

Getting hold of all of this issue's videos, artwork, brushes and a complete Digital-Tutors lesson is quick and easy. Just visit <http://ifxm.ag/poster123girl>

## WORKSHOP VIDEO

### Create a retro pin-up piece

See how Cris Delara paints our cover pin-up. In particular, watch how Cris depicts her lovely blonde hair!

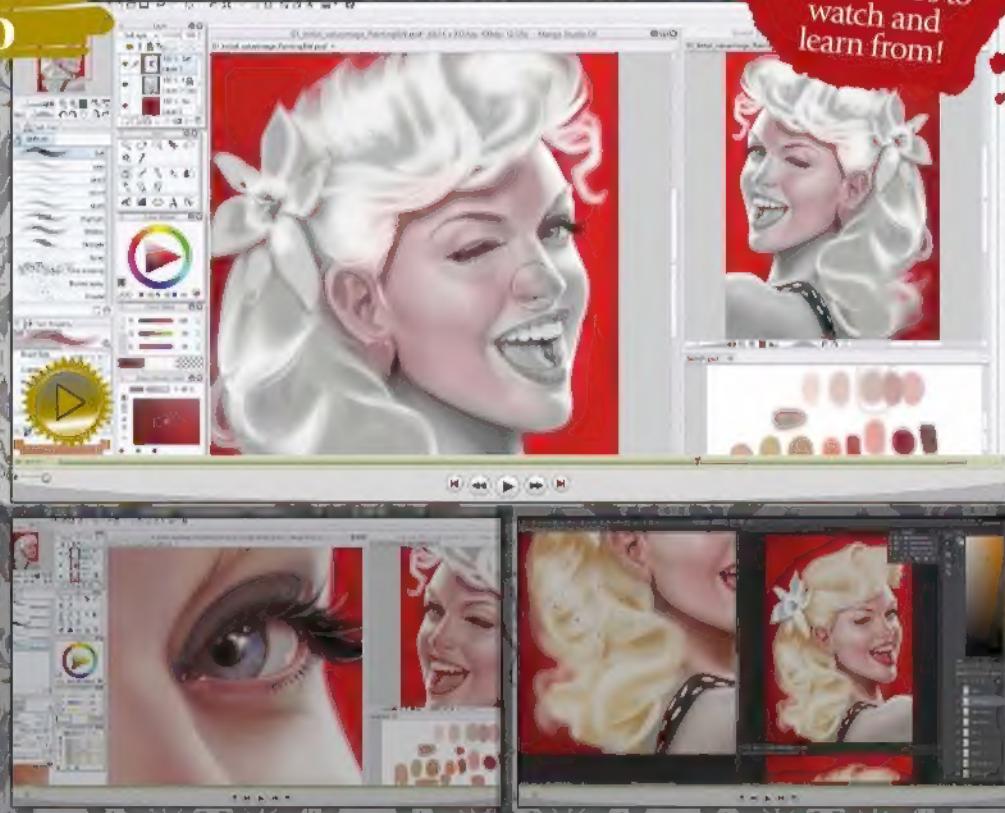
 **RESOURCES**

You're three steps away from this issue's resource files...

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Type this into your browser's address bar (not the search bar): <http://ifxm.ag/poster123girl>

**Find the files you want**  
Search through the list of resources to watch or download.

**Download what you need**  
You can download all of the files at once, or individually.



# NO 1 FOR DIGITAL ARTISTS ImagineFX

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# EXCLUSIVE VIDEO TUITION!

Watch our videos to gain a unique insight into how our artists create their stunning art



## Gediminas Pranckevicius

Boost your Procreate skills and learn how to paint a furry critter on your iPad. Plus WIPs, brushes and final image



## Julie Dillon

Confident, strong and beautiful – these were the characteristics Julie wanted to convey in her fantasy female pin-up workshop. See how the artist achieved her goal. Plus WIPs, brushes and final image



## Don Seegmiller

Suffering from creative block? Corel Painter's Mirror Painting tools can help. Plus WIPs and final image



## Sara Forlenza

Foreshortening can be a hard concept to grasp. Sara uses a sword to explain it. Plus WIPs and final image



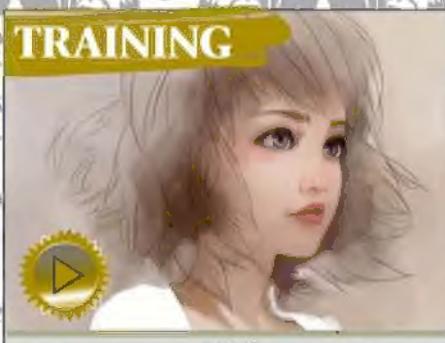
## Paco Rico Torres

Discover the techniques to capture a werewolf in mid-transformation. Plus WIPs and final image



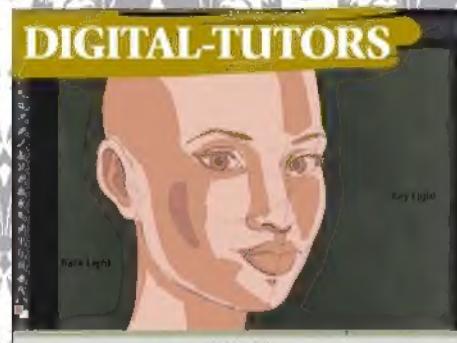
## Sara Forlenza

Learn how to understand proportions and use references, to paint realistic noses. Plus WIPs and final image



## Jace Wallace

In this clip from Jace's instructional video, Painting Hair, you'll discover how to make your character's hair shine.



## Realistic Skin Tones

Watch this full video from Digital-Tutors, and get the accompanying Photoshop files. Learn more at [www.digitaltutors.com](http://www.digitaltutors.com)

**AND ALL THIS!** WIPs and finished art available to download, created by accomplished professional artists from around the world, including Bram Sels, PJ Holden, Donglu Yu, Loopydave, Paris Christou, Fiona Stephenson and Brynn Metheney

## 8 CUSTOM BRUSHES, INCLUDING...



### SAMPLED BRUSH 1

Loopydave's custom brush helps him quickly paint highlights in hair.



### PALETTE KNIFE

Carve out forms in your figure art, with Julie Dillon's Photoshop brush.



### 6 FUR

Use Gediminas Pranckevicius' custom Procreate brush for your animal art.



Reader

# EXposé

THE PLACE TO SHARE YOUR DIGITAL ART



## Kristina Gehrmann

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SOFTWARE: Photoshop



Kristina studied at Angel Academy of Art in Florence, Italy, but now lives in and works in Hamburg. "I love to explore historical and fantasy subjects in a detailed painterly style inspired by classical artwork," she says.

The artist recently released her first graphic novel, *Im Eisland*, which is based on Captain Sir John Franklin's ill-fated expedition to the Arctic. Kristina also works for various publishing companies and will be following up her debut comic with two more volumes – watch this space!

1



## THE EXECUTION OF LADY JANE GREY

"This is part of my Tudor Queens series. The 17-year-old Lady Jane Grey didn't plot against Queen Mary herself, but became a symbol of resistance and Protestantism and so became dangerous to the Catholic politics of Mary. Queen Mary had her executed for high treason in 1554."

**SELF-PORTRAIT** "I just wanted to paint an old room with lots of awesome old stuff in it. This illustration started out as Tintin fan art, but I lost my fangirl spirit somewhere along the way. The view from the window is Sant' Ambrogio chapel in Florence, and the vintage-style dress is real, too!"



2



Concept artist Jana Schirmer says she's been following Kristina's work for a long time...



"It's always great to see someone with a manga background to start to paint more realistically. It's clear Kristina researches the details carefully in her historical artworks."

**Ng Yong Hui**  
Singapore  
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Photoshop



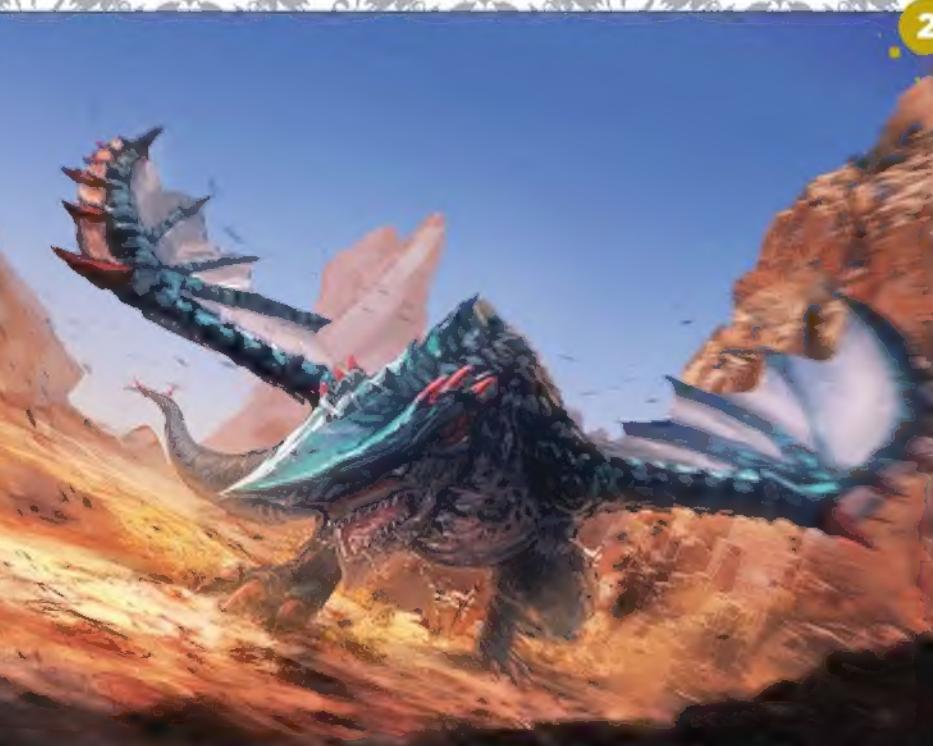
Born and raised in Singapore, Yong Hui was first exposed to digital illustration in art school, and was hooked. "In order to strive to be the best, I decided to learn everything from fundamentals to 3D animation," he says.

The artist takes his inspiration from both western and eastern animations. He says that "fantasy is my favourite genre, and I try to make my work as colourful as possible – just like the animated films I watch."

**1 DRAGON BORN** "I was keen to push myself to the limit with this piece, through the effects and the details. I wanted to give the dragon and its owner a strong sense of dominance."

**2 MONSTER HUNTER** "I'm an avid fan of Monster Hunter and the distinct types of dragons in the game. So I decided to create a piece that used a lot of blur to bring out the impact of the fight between the hunter and the prey. I feel that it really helps to give the piece visual impact!"

**3 GOBLET OF NOBILITY** "This personal piece was inspired by Chinese paintings and their distinctive colour palette. I wanted to use these shades and incorporate them into my style, which created this unique and calming composition."





### IMAGINEFX CTR



"The common factor in these very different images – warm or cool, bright or gloomy – is the quality of the lighting. From flaming embers to sparkling potions, the air seems alive with dancing light."

Cliff Hope,  
Operations Editor

**Alena Lazareva**  
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Artist and illustrator Alena enjoys fantasy styles. "I like to depict fairies, angels, mermaids and mystical creatures, as well as have fun with lighting effects," she says.

Recently, she's begun trying out different techniques, such as pencil and watercolour imitations, in her artworks: "I like to experiment and constantly expand my knowledge and skills."

#### MERMAID PLAYS ON VIOLIN

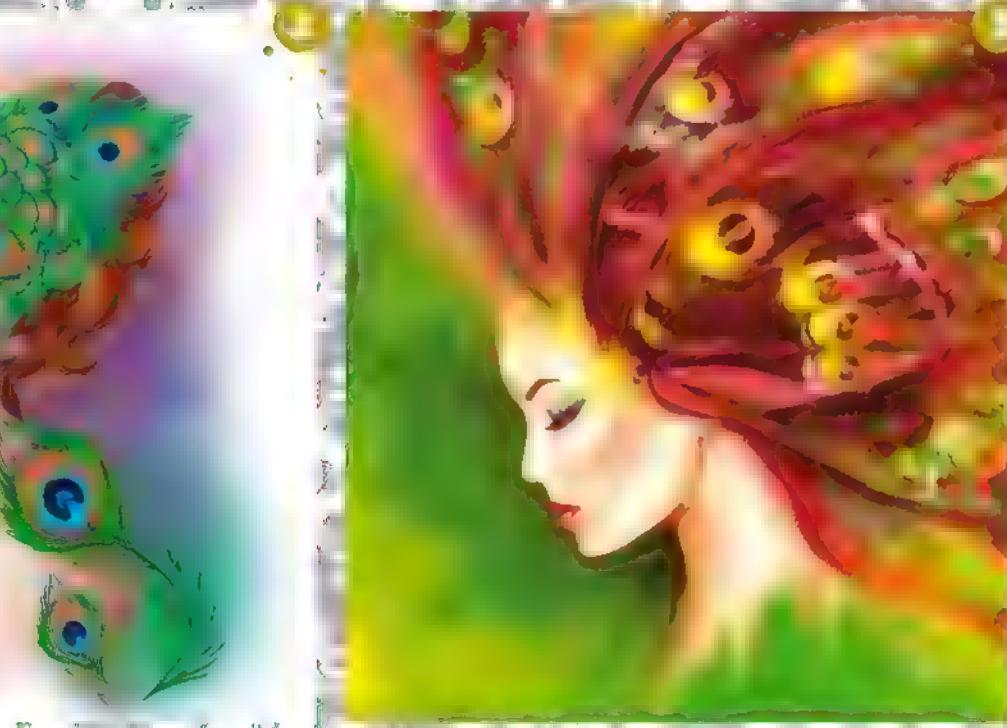
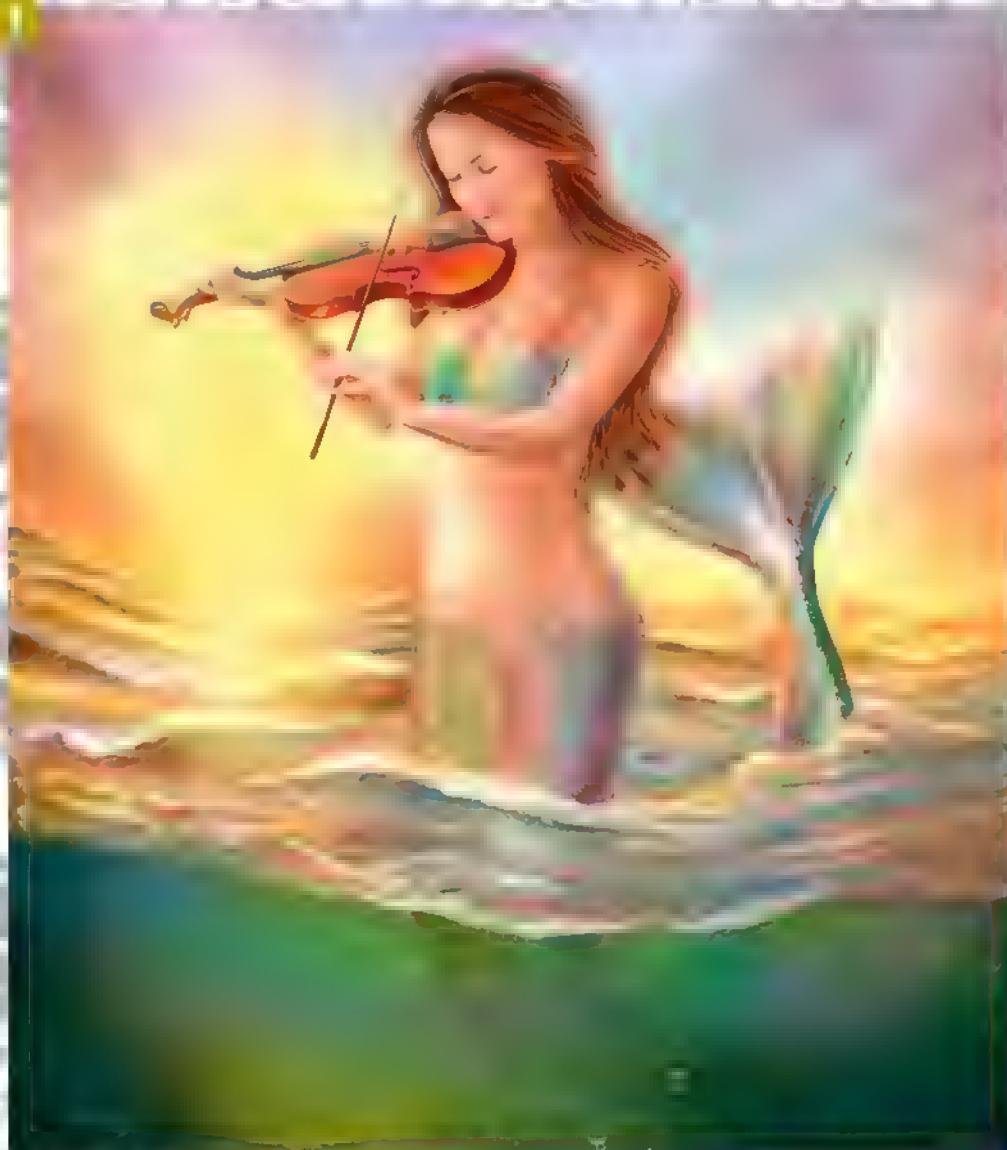
 I wanted to paint a picture that was connected with music. Initially, I drew an ordinary girl with a violin on the river bank. But the scene lacked excitement, so I transformed her into a mermaid."

#### PEACOCK WOMAN

 I find the peacock mysterious and beautiful, and was inspired to draw a girl with its feathers. A simple background highlights the vibrant colours within the portrait."

#### WOMAN BUTTERFLY

 Here I attempted to imitate watercolour on the canvas. I wanted to make the illustration evocative of summer, an abstract portrait of the woman. She's not simply a female fairy; I wanted to create something more interesting and original."



**John-Paul Balmé**

US

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 Photoshop and graphite



JP started on his art path in first grade with a pastel drawing of Batman. "Every Christmas I asked for art supplies, and I drew, painted and made my own comics until junior college, where I studied graphic design." After he graduated from university, Electronic Arts hired the illustrator to produce concept art for *The Godfather II*, giving him a grounding in human character design.

"My current gig is back with Lucasfilm working on *Star Wars: Rebels*," he reveals. "I'm with several of the amazing artists from *Clone Wars*, and it's a real treat to continue to work with such great people who inspire me every day."



**STORM GIANT** "This illustration of a Storm Giant for the fifth edition of the *Monster Manual* was a hybrid of character design and illustration. The art had to be informative because it served as the visual for a game creature, and also needed to really feel 'giant.'"

**SHA WUJING** "Sha Wujing was a card illustration I did for Concept Art House. This was one of the first jobs I had during a year of freelance concept and illustration work between studio gigs. The client wanted him to feel proud, so I chose this pose."

**ELROND** "Elrond was a great treat to illustrate. This was another Concept Art House project. I was lucky to get Elrond out of a pool of Hobbit character assignments. I did my best to balance what appeared in the films, in games, and what I read in the books."

### Ryan M Winch

US

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Photoshop, graphite



Ryan grew up in California with a pencil in his hand. He was unable to meet the fees for art school, and so he joined the US Army in order to pay for college once his service was up. "When I'm downtime, whether it be in Kōšov, Afghanistan, Iraq, or the 20 other countries I've been to, I would practise by drawing on spare folders. Despite my military experience I prefer fun, goofy characters and fantastic environments," he says.

Ryan's work is heavily influenced by animation, and it will be showcased in *Splinters*, his recently funded Kickstarter book project. "The most important thing as an artist is to have fun with your art. If you're not having fun, you've lost your way," he says.

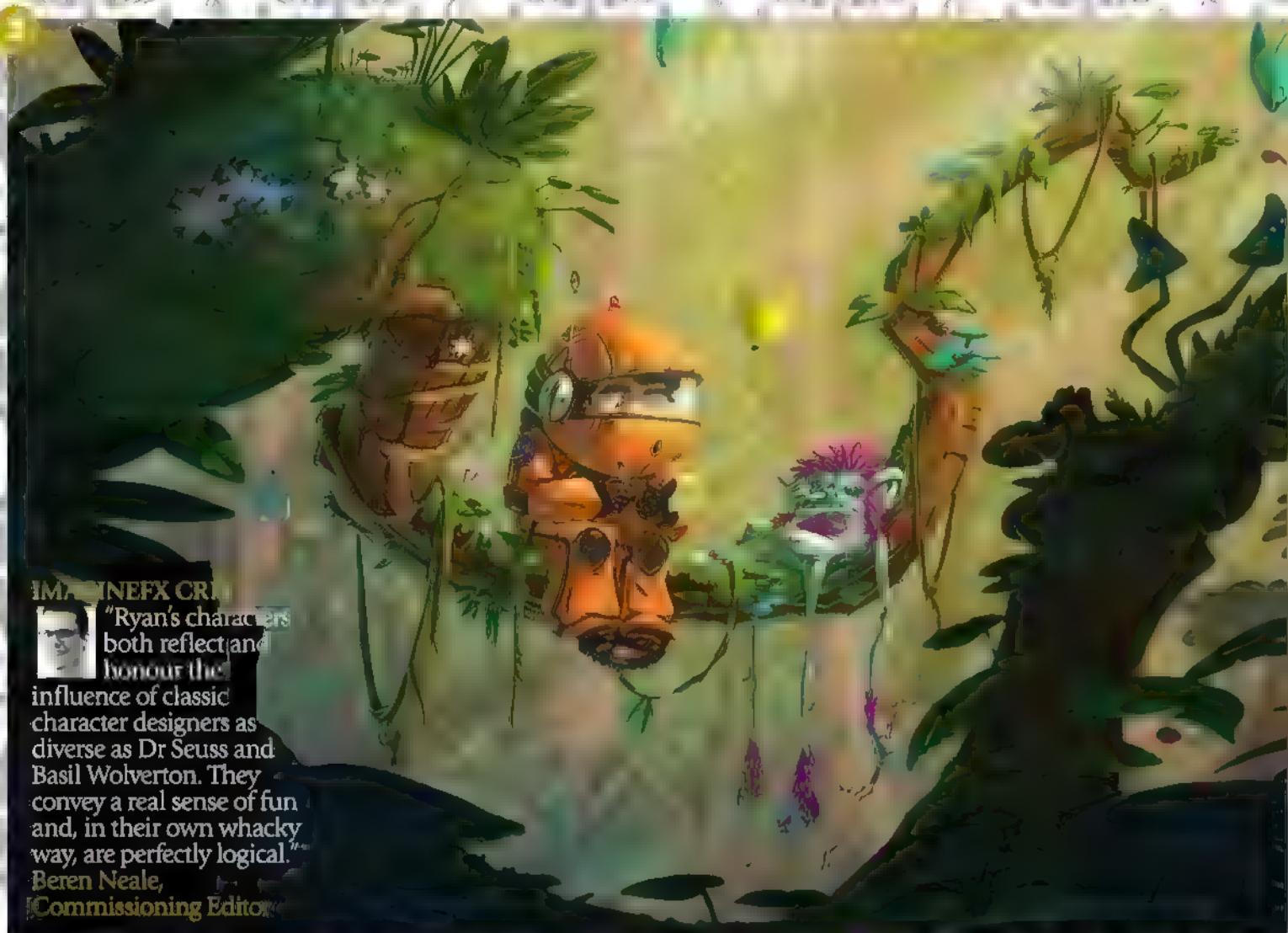
**SPOTTED BAADER** "I wanted to tackle a challenge of using a rainbow of saturated colour in a creature. I love creating characters, and here I tried to apply my character experience to creature design."

**TWIG'S HOUSE** "This image was inspired by the classic hero's journey involving little people who live among the trees. Appropriately, the colour palette is more natural and earthy. I love medieval fantasy, and the structures are meant to reflect that aesthetic."

**THE LITTLE ETHOLOGIST OBSERVES THE PUFFALO** "I was inspired by children's books, like those by Dr Seuss, and children's imaginations. This series is a work in progress - I come up with many grand stories, but rarely finish them. It's so I can finish a simple children's book. Here I used a classic spiral composition to lead the eye."

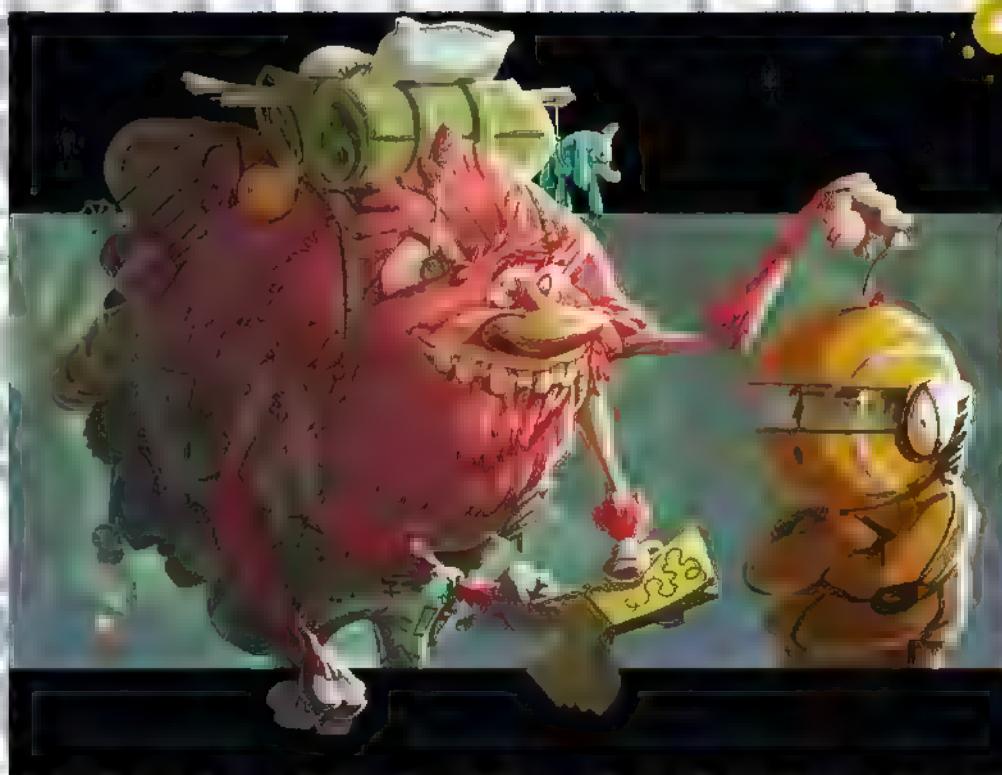
**ANNOYING ALIEN EXPLORER** "Sometimes I forget how important character interactions are. It is not enough to just create your character. The character needs emotions and body language to tell a story."





**IMAGINEFX CRITIQUE**

 "Ryan's characters both reflect and honour the influence of classic character designers as diverse as Dr Seuss and Basil Wolverton. They convey a real sense of fun and, in their own whacky way, are perfectly logical." Beren Neale, Commissioning Editor



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Send up to seven pieces of your work, along with their titles, an explanation of your techniques, a photo of yourself and contact details. Images should be sent as 300DPI JPEG files.

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Post: (CD or DVD):  
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Melanie Delano's artwork, commissioned by Lauren Panepinto, who thinks women should ignore self-doubt and promote themselves more.



## Fantasy art's uneven playing field



Elizabeth Leggett's bold illustrations are anything but "girly".

**Justice League** Are female artists disadvantaged from the get-go? We ask why there don't seem to be as many women as there are men in fantasy art...

**With the lack of Black Widow in merchandise and promotional products for *Avengers: Age of Ultron*, and the turbulent saga of bringing Wonder Woman to the big screen, it seems as though women are regularly side-lined in the realms of the geekverse, and this translates to artists too.**

While the shift in consumers of these forms of media has meant that the demographics are fairly even, many female illustrators are still experiencing resistance. There isn't a lack of women in art schools but they aren't snapping up the professional positions illustrating for Marvel and DC, or creating concept art for the latest big-budget sci-fi flick – or at least, not as many of them are as their male counterparts.

Artist Elizabeth Leggett thinks she knows why. "As false as it may be, art directors may search male illustrators first if they need bloody battle or mech art before they search for female illustrators. The reverse is also true." Concept

art and comic books call for quite a bit of mechanics and action scenes, so maybe ladies just aren't being approached or are they just not putting themselves out there?

### STUMBLING BLOCKS

There are many factors contributing to women's seeming lack of presence in the world of fantasy art, and the main one? Confidence. "I think it's very hard to be an artist in our society regardless of gender," says Lauren Panepinto, art director at Orbit Books, who'll be running a female-only panel at this year's Spectrum tackling the issues of women artists' promotion.

I feel current students and young professionals are different – they're claiming a much bigger portion of the art world. Unfortunately, they're also still stumbling where many generations before have stumbled: balancing career and family, having the confidence to self-promote properly, and being able to ignore self-doubt when opportunity knocks."





## A TRIBUTE TO FRANCIS TSAI

We recognise the fantastic drive and commitment of the artist who, despite being very ill, manages to keep painting right up to the end. [Page 20](#)



## NEED IDEAS? GO FIGURE!

Tony Foti's extensive figurine collection means his studio resembles a "mini-museum". And he's perfectly happy with that description! [Page 22](#)



## A TABLET IN YOUR POCKET

The Astropad app has received good reviews for turning an iPad into a cut-price Cintiq. Now the team is aiming big by aiming small. In this Insights: the iPhone! [Page 25](#)



Artists are known for their introverted spirits, and this can be detrimental to the way they promote themselves, but more so for women. But why are women conditioned to have such a lack of confidence? Illustrator Rebecca Flauri says, "Young girls are much more strongly encouraged to be modest

than boys are, and that training grows up with us. Girls are more likely to be accused of being show-offs and are often more strictly punished for bad behaviour, whereas boys often get dismissed with 'boys will be boys'.

Lauren adds that, "Young boys are encouraged to play rough and get dirty while young girls are given dolls and told to be princesses. That adds up over the years to feeling disinterested in taking a stand against society norms. We're also taught to seek safety and settle down - that's the cliché, right? An artist's life is the opposite of safe and secure."

### ROLE MODELS

Yet it's not just these inherent social structures that knock women's confidence. There may be another reason why women are less likely to put themselves out there and take risks. It's the same reason I think



that training grows up with us. Girls are more likely to be accused of being show-offs and are often more strictly punished for bad behaviour, whereas boys often get dismissed with 'boys will be boys'.

**“Young girls are more strongly encouraged to be modest than boys are, and that training grows up with us”**



Jessica Douglas has been called obnoxious for realising her own worth as an artist.

there are very few women at the top of some professions, or women who have worked as illustrators into old age," comments artist and graphic designer Rhonda Libbey. "I hear

all the time that women are still the default when it comes to child-rearing and domestic work. Even if the woman has a full-time job, she's expected to come home and do it!

This means that female artists can feel reluctant to dive into such a male-saturated environment, where all their heroes are inescapably testosterone-fueled. "I do think there are now as many as many women illustrating in sci-fi and fantasy as there are men, but that hasn't always been the case. Even recently, it's been hard to be taken seriously as an artist if you're a woman," says Rhonda, who believes these factors may contribute to the 'boys club' surrounding science fiction and other fantasy genres. "When I used to go to conventions and

→

→

## LEESHA HANNIGAN

*The founder of Women in Fantastical Art on her 'safe space'*

### Why did you set up your site?

I noticed there was a trend of women who seemed to be a lot more tentative in their approach to the industry, regardless of their skill level. Many women have said they're hesitant to aggressively promote themselves online, even though self-promotion is an important and necessary factor of becoming a successful artist.

### How can making a 'safe space' for female artists help break down the sexism in the industry?

Creating a safe space not only takes away a lot of the pressure and unnecessary stress that can occur while trying to say, navigate the internet as a woman, but also reinforces that sense of community, the feeling that we're in this together, that there's tons of other women out there doing what you do, even if you might not see them as much, and that's awesome.

### Are the fantasy, horror and sci-fi genres still seen as 'male interest' areas?

The majority of it probably still is to be honest, which doesn't make that much sense looking at the more evenly spread-out demographic. There's a lot more female fans than say, even 10 years ago. People want to help make the content they enjoy. For example, looking at the percentages of say, female gamers today as opposed to a decade ago would suggest there are exponentially more women becoming interested in these themes. Many companies have been revising their content and making it more accessible and relatable to a female audience, so at least they're becoming increasingly aware of this trend.



Leesha is a fantasy illustrator and concept artist, with a strong focus on creature and environment art.

[www.fantasticalwomen.com](http://www.fantasticalwomen.com)



Tawny Fritz thinks that her time in the military proved that gender shouldn't hold you back.

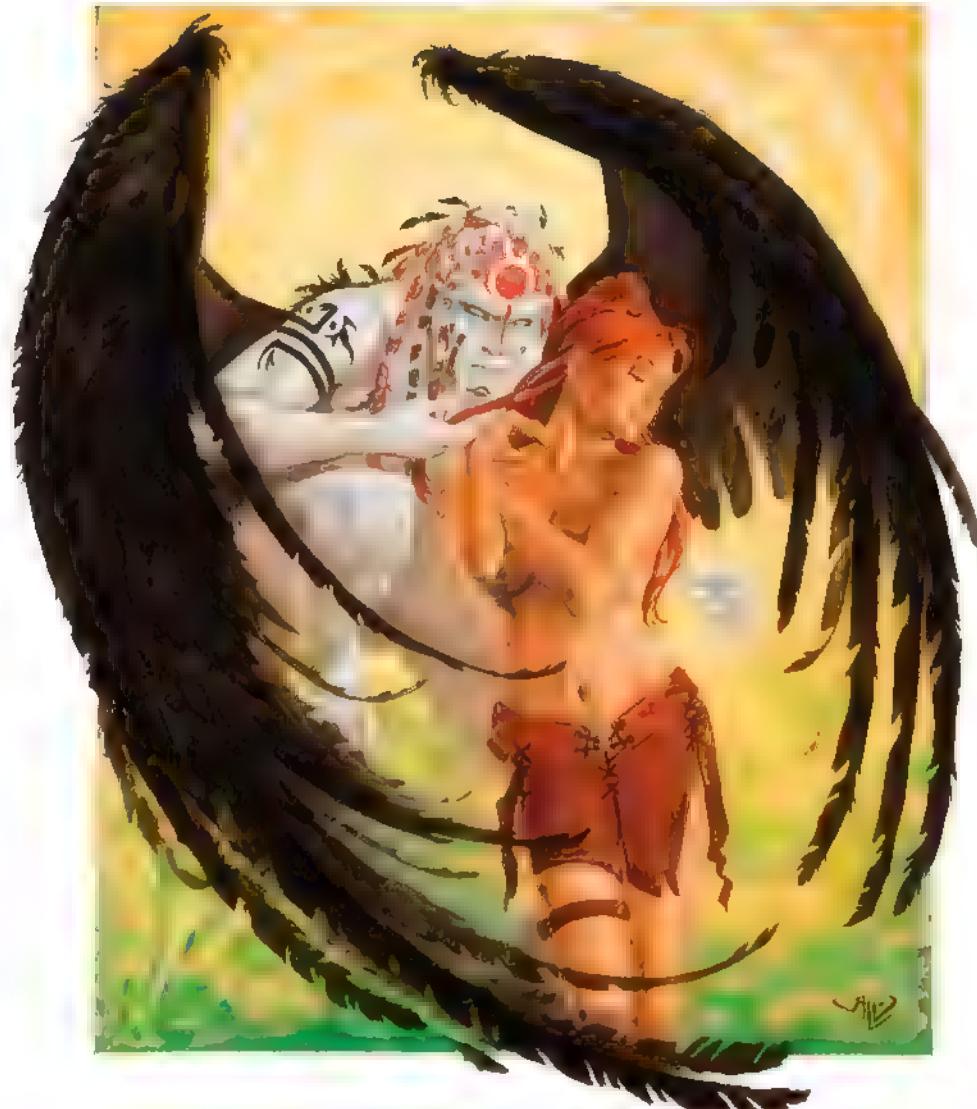
► my boyfriend helped me tend my booth, male convention attendees would always say to him "Wow, nice work man!" It's almost hard to believe that women have any of these shared interests to some, and this can be disheartening to illustrate.

Lauken adds, "I can only go with my gut, but would say overall there are maybe three times as many professional male artists working than female artists, if not more. Then in some fields like children's illustration and fashion illustration there has been a longer tradition of women establishing careers, where it's a little more balanced. In comics, fantasy, and even much of editorial, the field is more like 75/25 male-female. Those numbers are getting more equal overall with the recent generations of graduates, and I hope the trend continues."

## REALITY BITES

With such a lack of female role models, being a woman equates to being different. Being branded as other is segregating for many female illustrators, and means they doubt themselves far more even if they generally feel welcome by the male counterparts. It is not to say I wasn't

welcome in those male-dominated groups, I absolutely was," says artist Tawny Fritz. "I never encountered a group wherein I couldn't participate



because I was the only girl. But when you're the only one in a group of something else, it's actually hard to get heard or sometimes taken seriously. No one else can relate to you, and you can't relate to them. You're always the different one."

However, illustrator Iris Compiet will no longer do conventions in her home land of the Netherlands. Despite being confident and ambitious, when she steps out of her studio she feels that she's a female artist rather



Rhonda Libbey feels trends are slowly but surely changing for the better

than just an artist. I don't feel valued... I'm just a piece of meat that can draw."

A lack of promotion isn't a ways just a confidence issue, but a real fear for women, particularly when it comes to online. While the internet makes it easy for groups such as Women in Fantasy Illustration (WIFI) to exist and commit to grow and help each other, it can also be a platform for insidious movement and general trolling. This has most recently come to light around Gamer Gate and controversial Spider-Man cover variants.

## How to succeed as a female artist

### 1 Be dedicated

If you're serious about being an artist, practise. It's a tough industry, even for men, so make sure you're the best you can be. No matter what your gender, race or sexuality, being an artist takes determination.

### 2 Build communities

Find like-minded ladies who share your passion. They'll support you and you can help them. Give yourself a voice, online or at cons. Draw things that will motivate young women.

### 3 Question the gap

Don't tolerate the prejudice. If you go to an art show with no female participants, ask why. Question art directors on their choices. They may not have even considered seeking out women artists.

We've distilled the comments from our women artists into five succinct pieces of essential advice...

### 4 Be confident

Put aside your hesitations. Sometimes you have to fake it to make it, and you'll need to grow a thick skin! Don't let rejection shatter your confidence, and equally don't refuse compliments.

### 5 Be persistent

Don't ever give up. Submit your artwork to every company you want to work with. If your art gets rejected, work on it and resubmit. Art directors want to see that you're driven and determined.



**“There are maybe three times as many professional male artists working than female artists, if not more”**

Lauren Panepinto is very aware of this. “I posted about women redesigning women characters, and a PoV piece as a woman art director, and boy the hate mail is still pouring in. It’s hard to stay strong in the face of so much negative feedback.”

### NAME CALLING

Illustrator Jessica Douglas adds, “I used to get anonymous messages at the time, telling me that I was a know-it-all and that I was

obnoxious for giving answers to questions that I happened to know the answer to. It stung, because it took me back to grade school when kids would call me that. This attitude towards women that their ambition isn’t attractive, means they’re called names.”

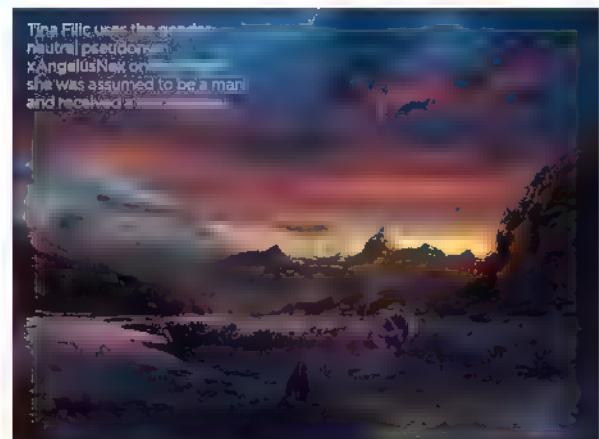
“I’ve been fortunate to have been surrounded by people in influential roles in

my life who’ve always supported my ambitions and have not held me back,” adds Tawny. “It’s true though that women in workplace environments are referred to as ‘pushy,’ ‘bossy’ and even worse when they show the same amount of ambition as the male counterparts.”

Lauren agrees. “The double standard has been drilled into us. A strong man is considered a leader, a strong woman is considered pushy and obnoxious.”

Despite these adversities, trends are thankfully changing and women like Julie Bell, Rebecca Guay, Jody A Lee, Emma Rios and Kinuko Y Craft are proving women can be serious fantasy artists. “These women are all heroes to myself and the younger artists behind me,” adds Lauren. “They won the first half of the battle, which was getting a foot in the door. Now it’s our job to open the door the rest of the way.”

Tina Flie uses the gender-neutral pseudonym xAngelusNek on DeviantArt, where she was assumed to be a man and received 23,000+ subscribers.



The Samhain art illustrations subvert the stereotypes of female art.

Francis painted this Blade Runner-esque cover art for our issue 32, which featured Syd Mead and H.R. Giger

# A Tribute To Tsai

Prevailing spirit Adapt, survive, prevail were words that not only stood out in the work of the late Francis Tsai, but the motto of the man himself



A great artist and friend, Francis Tsai sadly passed away in April after a long battle with ALS. Although he was diagnosed with the degenerative disease in 2010, the comic book and concept artist continued to create art despite his condition leading to total paralysis.

Francis contributed many articles to ImagineFX, including painting the cover for issue 32 (see main picture). He was also a successful comic book artist who worked for the likes of Marvel and Top Cow, and painted concept art for major films.

After losing control of his arms and hands, he refused to give up his passion and trained himself to create art with his toes. An active member of the online art community,

Francis never shied away from supporting other artists, and when his disease began to take hold, he reached out with optimism. His sister Marice set up an online store to help generate income while he "waited for science to get its stuff together" and sell his works. She recalls his strength in adversity, and him commenting, "Fatal disease? Step aside. I have work to do."

Francis was able to paint with his eyes for the final two years of his life thanks to Tobii eye-tracking technology, and his adaptive nature and sheer determination. He was a true inspiration, and we can all learn a lot from a man who never let his physical state hold back his soaring spirit.

You can see Francis' collection of work at his website, [www.teamgt.com](http://www.teamgt.com). Also, visit [www.francistsaistore.storenvy.com](http://www.francistsaistore.storenvy.com), his online store where 100 per cent of the proceeds will go directly towards his bills. 



in you. In your personal life, in your devastating disease, in your family, you will be missed. You will be missed by so many people that you've got to fight on through the challenges of health-related battles. **Mike Corriero**, freelance concept artist

# A tribute Francis Tsai



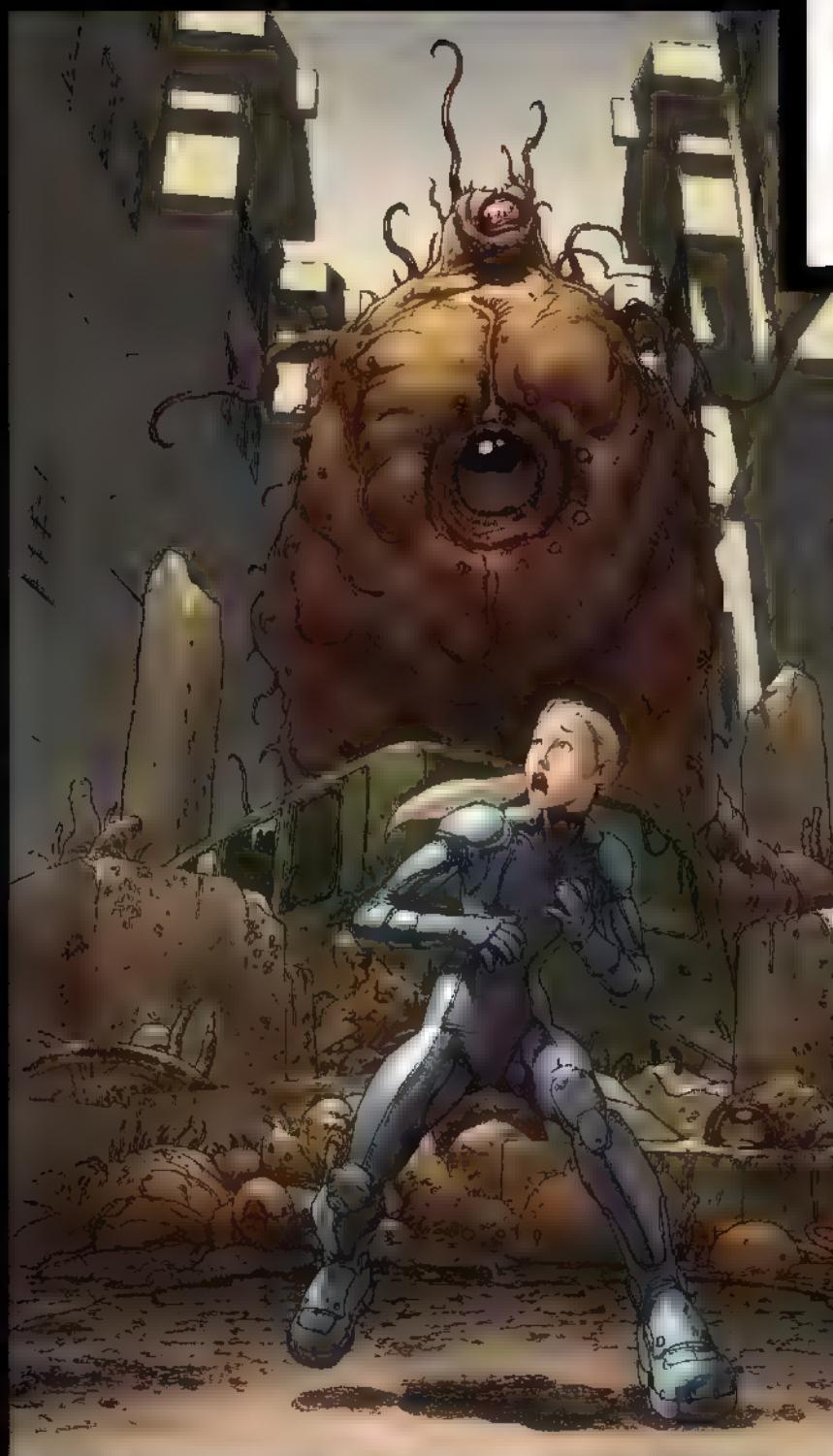
"Francis was an incredible, amazing artist. His courage, strength and determination is an inspiration for us all and a reminder of the power of the human spirit to overcome all challenges, no matter how improbable."

Sean Murray, freelance illustrator

This piece is entitled Space Opera, and was drawn by Francis using his eye-gaze equipment.



Francis produced this image to accompany a workshop from issue 38 of ImagineFX.



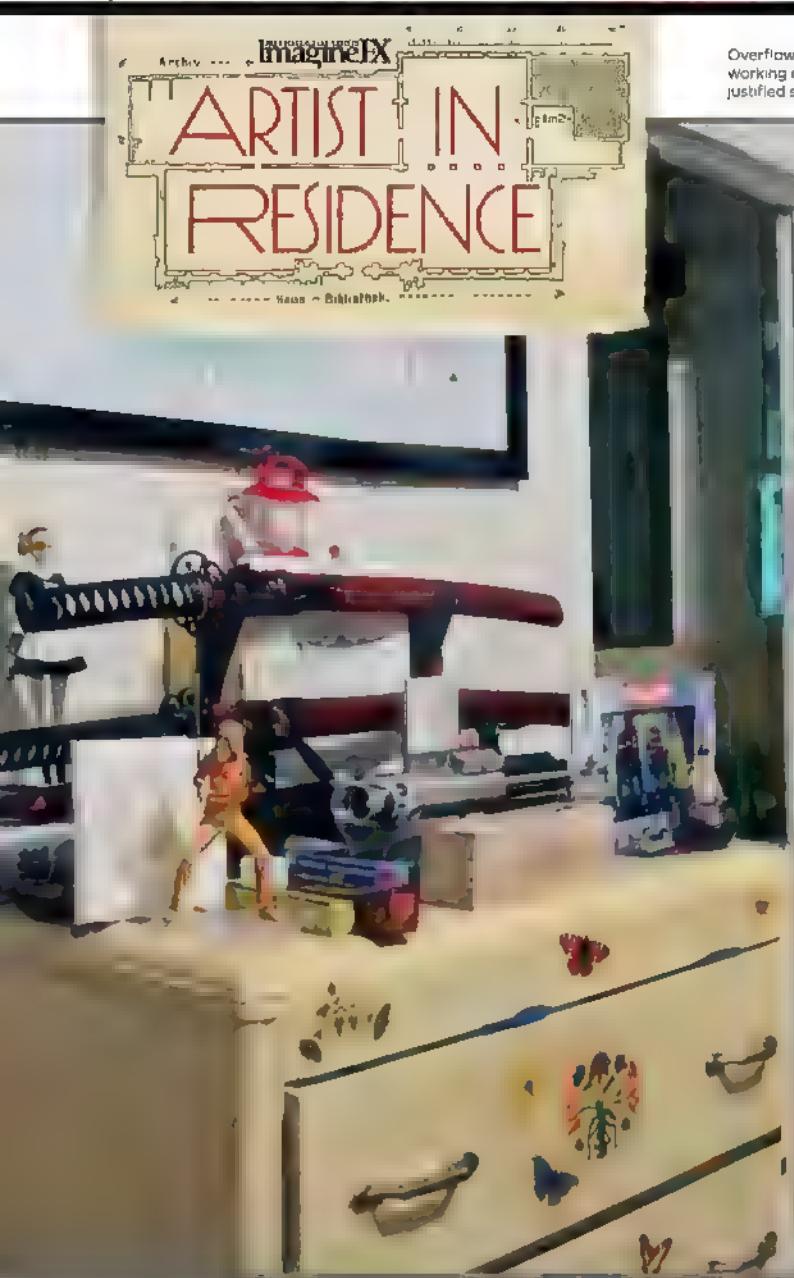
Adapt Survive Prevail is the name of this piece and also the mantra that Francis lived by.



"During the early days of online art communities, Francis was a mentor to many fledgling concept artists. He was also involved with ImagineFX almost from the start. I hope his family take comfort in knowing that he was loved and admired around the world, and will be missed."

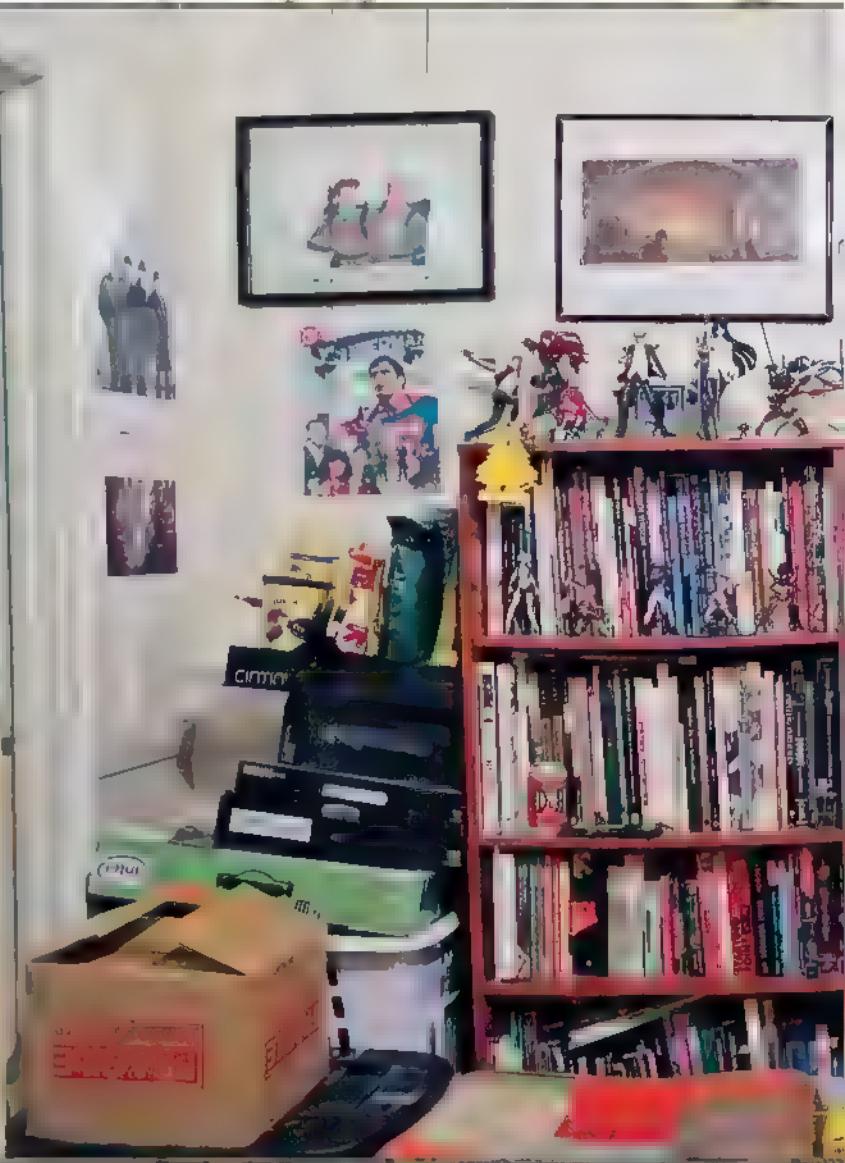
Claire Howlett,  
Editor, ImagineFX





Overflow from the reference closet. If anything, working on all of that sci-fi and fantasy art has justified some pretty amazing purchases.

A close-up of some of my favourite figures. I appreciate hobbies that don't take a lot of time, and few can compete with figure collecting.



I still have almost all of my sketches (for work anyway), which I keep in the folder under my desk.

## Tony Foti

**Small inspiration collider** The California artist shows us around his small "nerd museum" that he's has been unable – or reluctant – to escape



I've been an illustrator for about seven years now, and most of that time has been spent in my office.

Aside from my tools of the trade, this room is a mish-mash of things to keep me inspired. Most of my work is done on a PC using a 13-inch Cintiq these days, though I also use an Intuos5/Laptop set up for painting in other rooms.

When sketching traditionally, I just lower my chair to set a drawing board up between my lap and the desk, much like the horse benches from figure-drawing classes. That

way, I can sit I use all of my monitors for reference. To my left is the main shelf of books. Lots of instructional (Imaginative Realism), film production (Art of Star Wars and such-like), product on design (The Five Cs of Cinematography), game design (Mass Effect), and composition material (James Jean's Fable covers).

My figure collection is scattered throughout the room, and consists mostly of stem-looking anime characters. There's a closet full of reference stuff, prints from my favorite artists, and an impressive amount of original animation art.

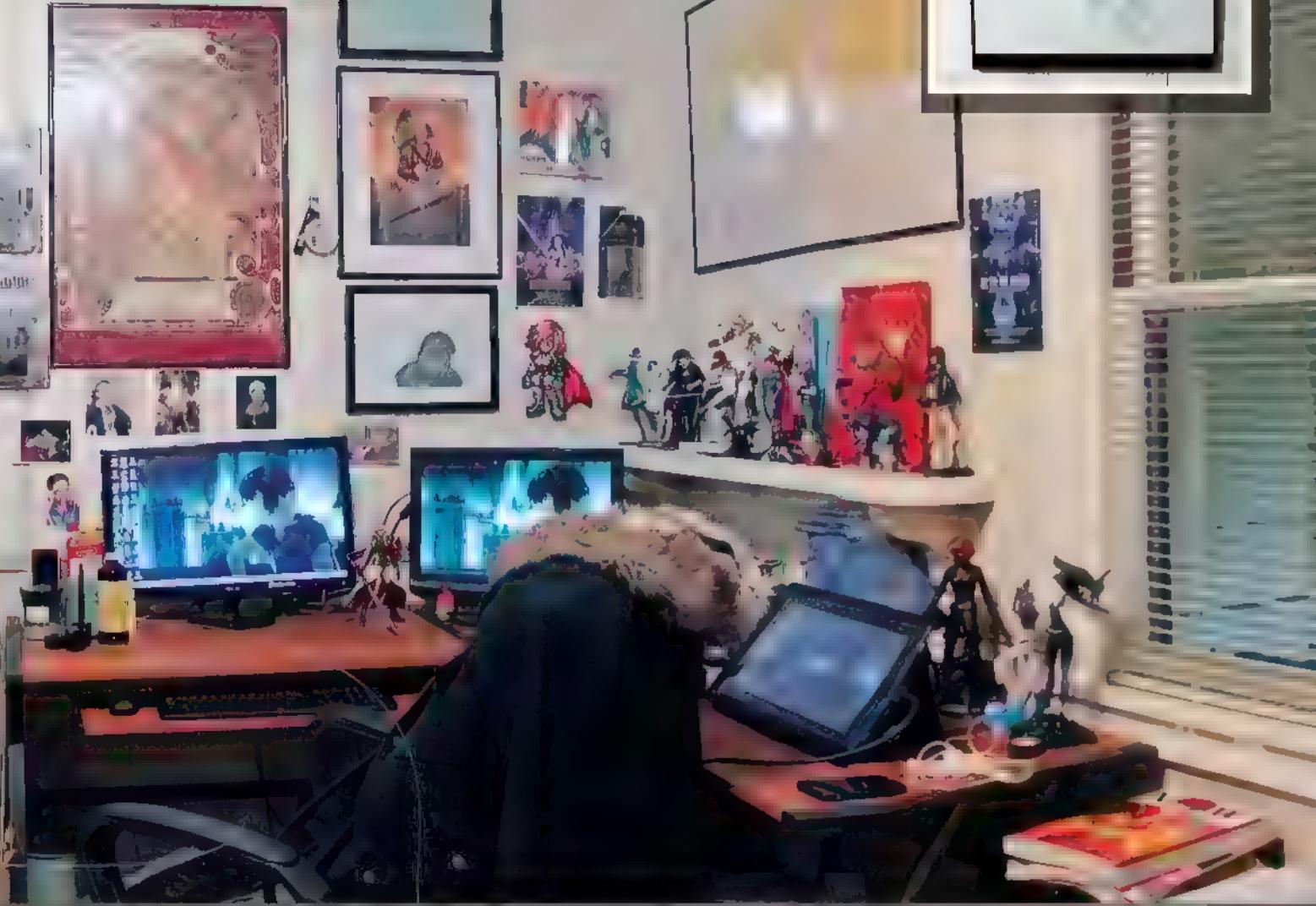
Up on the walls are cels from a lot of the films and television shows that inspired me when I was younger, as well as layout drawings from Ghost in the Shell, Eureka Seven, The Real Ghostbusters and more. There's something about looking at those drawings that reminds me how many of my favorite things in life are the result of other people's hard work, and it makes the hours I put in feel more worthwhile.

**Tony is an illustrator whose art has appeared in books, magazines, card games, comics, video games and advertisements. You can see more of his work at [www.tonyfotia.com](http://www.tonyfotia.com).**

# Artist news, software & events

A production drawing of Goku from Dragon Ball Z that I apparently blew through the ringer

The genga that corresponds to the Major Kusanagi card in the frame over my desk



The little Pintcham was a gift from my wife for some of the more intense commissions

This little shelf houses a lot of the games we worked on. It's partly there for reference but mostly because I like to look at it

Here's the top shelf of my main bookcase. As you might expect, these are a lot of my go-to books when the brain cogs need spraying with WD-40



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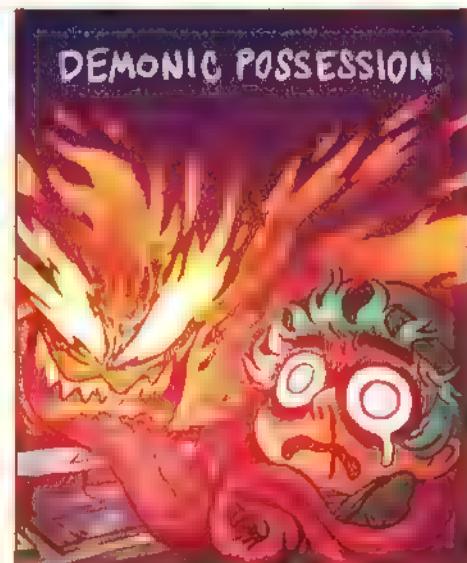


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### PROBLEMS ONLY DIGITAL ARTISTS WILL UNDERSTAND



## Painting app aims for the stars

**Astronomical updates** The Astropad's co-creator reveals what's in store for the low-cost app that turns your iPad into a graphics tablet

The Wacom Cintiq is an ideal tool for the digital artist, but the high price tag of even the smallest model means many aren't able to own one. Step forward Astropad, an affordable app that enables artists to use their iPad as a graphics tablet for their desktop or laptop Mac.

We reviewed the app in issue 122 and were impressed with how it worked with the iPad. As Astropad's co-creator Matt Ronge explains, "The Pad is vastly more portable than existing pen displays and it's the first to be completely wireless. If you have an iPad you can turn it into a pen display with Astropad for \$25."

But the team isn't resting on its laurels. US tech firm FiftyThree is working with Astropad to add further support to Pencil, its Bluetooth-powered smart stylus. "We've added support for special features like surface pressure and the eraser," says Matt.

The creators hope Astropad will provide wider access to pro creative tools – essentially to get more people drawing. "We're working on Astropad for Phone so everyone can have a graphics tablet in their pocket."

Find out more at [www.astropad.com](http://www.astropad.com)

Together in perfect harmony Astropad syncs your iPad with either your Mac desktop or laptop.



Hanzz Karikaturen ([www.hanzz.be](http://www.hanzz.be)) used Astropad to draw this caricature of Tim Cook

# Letters

## YOUR FEEDBACK & OPINIONS



Contact the editor, Claire Howlett, on [claire@imaginefx.com](mailto:claire@imaginefx.com) or write to ImagineFX, Future Publishing, Quay House, The Ambury, Bath, BA1 1UA, UK



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### No gender bias please!

I have a couple of comments about issue 120. The edition was absolutely amazing – I love the diversity going on. Second, a note on Charlotte Ahlgren's "inequality" comment. You asked what the readers think and I disagree with her (and if it matters, I'm a female). ImagineFX is an art magazine, not a gender-based magazine. It's meant to show great work and amazing resources, not be equal in gender. The gender of the artist makes no difference in the art, therefore that's not the aspect ImagineFX should focus on. You gave the proper response. She may be upset about it and ImagineFX may lose her as a customer, but that's just one person swimming in the pool of many who don't care about what gender the artist is – just that the art is good!

*Nadin Rausa, via email*

### More gender bias thoughts

I'm highly offended by Charlotte Ahlgren's letter in issue 120, especially in her wanting "a few goals about what per cent (of either gender) should always be represented".

The purpose of ImagineFX is to promote science fiction and fantasy art in terms of knowledge, tips and guides, products, artist information, rising stars and so forth, regardless of their gender. Are a number of the artists predominantly male? Perhaps, but my purpose in reading the magazine is to gain knowledge and learn about products, new artists and see new art – not to count how many artists in the magazine are male or female.

Establishing any sort of goal based system on what percentage of artists in any issue must be male or female defeats the purpose of the magazine and changes the focus from one of discussing the artist and their art to one of 'did we meet the gender quota for this issue?' The art suffers and the information suffers as well. The artists featured in each issue are there because their art meets the magazine's standards.



Three issues later, Charlotte Ahlgren's letter in issue 120 is still being debated by readers



### DID YOU MISS ISSUE 122?

Turn to page 44 for details on this Film art edition and other special offers, too.



We took the issue of gender equality in sci fi and fantasy art to pro artists. See what they think on page 16.

As an artist I want to be known for the quality of my work and the story it tells, not for my gender. I want my art to be featured in ImagineFX because it meets the magazine's standards, not because I'm female or I meet some quota system.

If she feels female artists are being unfairly misrepresented she needs to ask herself and her fellow artists what they're doing to get their names out in the art world. Please don't adopt a quota system.

*Mel Staffeld, US*

**Claire replies** Thank you both for your comments. As I said in my reply to Charlotte, I don't believe we should create a quota system. I am, however, grateful to Charlotte for her views because it has created this much-needed discussion. I wrongly took for granted the notion that people would think we at ImagineFX are fair in our want to represent every artist out there regardless of gender. Her letter has definitely made myself and the team much more mindful of the choices that we make and this can only be a good thing. I urge readers to take a look at our story on page 16 where we discuss the challenges faced by women in art today.

### Comic art suggestions

I've been drawing black and white comics and manga using Manga Studio 5 and Clip Studio Paint, trying to reach the quality of art in manga graphic novels. I enjoyed the Manga Artist edition (issue 121) and have a suggestion for future editions.

You do loads of excellent articles on creating colour artwork, but how about more tutorials on black and white digital art? For example, how to use screen tones effectively, tone scraping effects, using textures and patterns, effect lines for dynamic scenes, abstract backgrounds, representing emotion and so on.

*Ryan Davidson, via email*

**Claire replies** Great ideas Ryan, I'll think about these for future editions. One special edition that you might like to take a look at is our new Comic Artist magazine. It's a collection of our best comic art from past issues of ImagineFX and I'm sure you'll find a lot of good stuff in there. See more info about this on page 19.



Your art news that's grabbed our attention

**Etienne Pascal** (@EtiennePascal)

"Lilian – Colorful Melancholia #illustration #print #art"



**Benita Kvinlaug** (@benitakvinlaug)

"Was reading an article in @imaginefx today, got inspired, so decided to make a painting. -> Rough value sketch :)"



**CHRIS** (@christopheerrrr)

"@imaginefx nailed it. I hope you noticed how much attention I paid to all the callouses on my art-rendering hands"



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# Artist Q&A

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**The NO.1 FOR DIGITAL ARTISTS ImagineFX panel**

**Bram Sels**  
Bram is a freelance illustrator and concept artist from Belgium who's been working in the entertainment industry for two years, mainly for the Belgian game developer GIGANTIC. [www.artofbrams.com](http://www.artofbrams.com)

**Sara Forlenza**  
Sara is a freelance illustrator who lives in Italy and works mainly on book covers, cards and RPGs. She fell in love with digital after many years using traditional techniques. [www.saraforenza.deviantart.com](http://www.saraforenza.deviantart.com)

**PJ Holden**  
PJ Holden is Belfast-based comic artist who's best known for his work on *Judge Dredd* and *2000 AD*, and is also the co-creator of *Dept. of Monsterology*. [www.pjholden.com](http://www.pjholden.com)

**Douglas Tait**  
Douglas is a 3D artist at Warner Bros. Game Montreal and has worked on titles such as *Assassin's Creed: Brotherhood*, *Far Cry 4* and *Deus Ex: Human Revolution*. [www.douglastait.com/home](http://www.douglastait.com/home)

**Paco Rico Torres**  
Freelance illustrator based in Spain, and has produced sci-fi and fantasy art for several card games, magazines, books and role-playing games. [www.pacotorres.blogspot.com](http://www.pacotorres.blogspot.com)

## Artist Q&A Need our advice?

Email [help@imaginefx.com](mailto:help@imaginefx.com) with your art questions and we'll provide all the answers!

**Question**  
Can you give me tips on wrapping textures around an object in Photoshop?  
*Brian Stevens, England*

**Answer**  
Bram replies

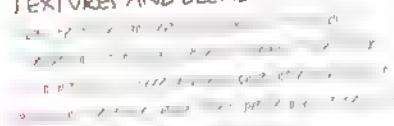
Painting textures on three-dimensional objects can be tricky, because you can easily become confused by the details of the texture that wraps around the shape you're trying to paint. Clothes are a good example of this. Not only do you need to focus on the creases and folds of the cloth you're painting, but you also have to keep in mind how the pattern or texture wraps around it. I always try to keep the two separated, by painting plain clothing first and then adding the texture

Warp and Liquify in Photoshop are incredibly powerful tools to help you do this and will speed up your workflow a lot. While Warp can help you to position the texture just right, Liquify enables you to go in and literally push the pixels of your texture around so they follow the shape underneath better

This technique can be used with almost every material you can imagine, and will help you implement textures in a much more realistic and believable way. Let's have a look at how to do it.

### Artist's secret

#### TEXTURES AND BLEND MODES



Intricate patterns can easily be added to an object separately. Try getting the basic shape of the object just right and then push the pattern around so it follows that shape.

## Your questions answered...

## Step-by-step: Build up a character with different textures



- 1 Block out the character and her outfit without textures. As you'd imagine, this is the most time-consuming part of the process. I paint the textureless pieces of clothing on just one layer, but plan ahead on the other pieces and keep them light in value and on a separate layer. This helps me cut out the textures later on.



• **2** Now that I have the basic shape, I paste in a plain texture, move it over the hoodie layer and hit **Edit>Transform>Warp**. I skew the texture so that it follows the hoodie's shape then set its Blend mode to **Multiply**. **Ctrl-click** the hoodie layer's Layer icon to invert the selection and erase the overflow of the pattern.



- With the texture layer selected I go to **Filter>Blur>Gaussian Blur** and enter Advanced Mode and tick the Show Image box. With the **Forward Warp Tool** I push parts of the texture around to follow the creases and folds of the underlying clothes. I hit **OK** and as I **mag c** the texture smoothly follows the shape of the forms underneath.

## Question

**Question:** Can you help me depict a comic-book explosion with more force and impact please?

*Costas Borgas, US*



Here I've added a little white digital splatter to add texture to the blast, and enhance the feel of a explosion taking place on the water.



## **Answer** PJ replies





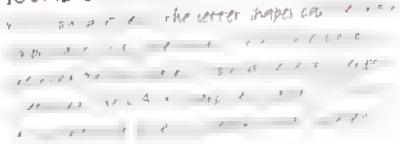
Ideally, an explosion should dominate the panel or page that you're drawing, and often the explosion panel will be the largest on a page. Picking a zero point for the explosion (the point an explosion radiates out from) on the bottom of the panel means you have a large amount of space to show the energies bursting out. I'll radiate blast waves of power out from the zero point. These primary forces help me get a sense of the broad shape of the explosion. I'll add random arcs of debris shooting out beyond the limits of the blast. The arc gives the impression of movement and, importantly, shows the impact of gravity.

Behind these primary forces I'll add further zigzags of blast forces, weaved together more tightly. These secondary forces help give a bit of dimensionality to an explosion. I'll start detailing here any clouds of ash that the explosion may be throwing off, too. Remember that everything is radiating out of the zero point. Usually I'll ink the forces with a pen so the details can be as tight as possible - the tighter these forces appear, the larger the sense of scale.

Finally, I'll add focus lines from the panel borders pointing towards the blast radius. This will help make the explosion appear brighter.

## *Artist's secret*

## SHADING EFFECT LETTERING



# ImagineNation Artist Q&A

## Question

Can you give me some advice on how to imply menace through shadows?

Des Waterman, Canada

## Answer

PJ replies



One common misconception with shadows is that they're all about lighting. They aren't. In art of every kind – and particularly in comics and fantasy art – shadows are a tool of storytelling, and the lighting in your image should be arranged to suit the narrative.

Making a person look menacing is about dehumanising that person so what's left is



Framing a scene entirely by shadows helps to give the panel a sense of menace. Opening the panel at the bottom leads the eye into the scene.

an idea, a hint of humanity (or even a suggestion of inhumanity). I start by drawing the head and then, following the planes of the face, I try to block in large shapes for shadow. Sometimes I'll try different configurations of shadows – if you're using Manga Studio this is easily achieved by creating new layers on top of the pencils to draw shadows over the image. Don't worry about details – it's all about trying to convey a mood rather than be faithfully accurate. However, it does help if you have a good basic understanding of the anatomy of the head.

When I'm trying to convey menace in an environment, I'll work on a composition that enables the shadows to surround the character under threat. I usually block in large shadowed shapes, then on the edges I'll add specific details that suggest the kind of environment – brickwork for an alleyway, criss-crossed metal support structures for an industrial landscape, or the blinking lights of a computer room.

Once I'm happy with the pencils, I'll start inking. Using a brush I'll feather where the edges of the shadow are softer and require a subtle transition. In other areas I'll use a Hunt 107 dip pen to cross-hatch, depending on the material being rendered. Once I've outlined the shadow I'll use a brush to fill the remaining blacks. If they're not fully filled in, a viewer's eye may often see menacing shapes lurking in them, too!

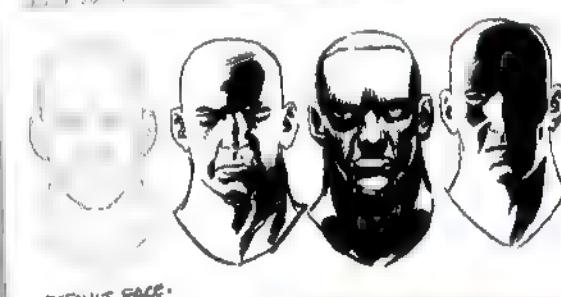


Lighting from the side introduces drama to a face, while keeping the background in silhouette will ensure that the setting remains threatening.



## Artist's secret

THE SHADOW MORGUE



DEFINITE FACE!

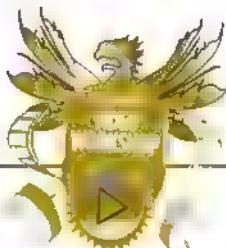


The nose is the most protrusive part of the face and the skin is usually very shiny, so I like to paint a neat highlight on the tip.

## Question

Can you please help me paint a human nose realistically?

Pierre Geier, Lichtenstein



## Answer

Sara replies



To paint a nose I have to look at some images and references. And it soon becomes clear that the nose, like many parts of the human body, may have several different forms. It can be pointed, small, large or aquiline, and can vary depending on the race, sex and age of the person. This is because the nose is composed of a bone structure (the bridge) on which fits the cartilage of the septum and nostrils. Often (not always – there are a lot of exceptions) women have a more rounded and smaller nose because it has a thinner bone

structure, while men have bigger, squarer noses. I keep this in mind because I'm going to draw the nose of an adult woman and I have to find a way to simplify its shape so I can draw it in any position.

Let's consider the proportions of the face. From the hairline to the chin, it can be divided into three parts: forehead, nose, and mouth and chin. So the nose is long, about a third of the face. I draw a horizontal line through the eyes: this will be where the nose starts. To find the width of the nostrils, I just draw vertical lines that go from the inner corner of each eye

# Your questions answered...

## Question

How do I give my art the same cinematic look that I see in professional work?

Sandy Morrissey, Wales



The most important part of making an image feel cinematic is the lighting. Study how top cinematographers do it and try to emulate those set-ups in your own paintings.

## Answer

Bram replies



There are lots of tricks you can use to make an image feel more cinematic or photo-real, but the most important one of all is lighting. Try to develop a good understanding of how cinematographers use light to their advantage and how they lead the viewer's eye to certain parts of an image by using light and contrast.

In this image the light source in the background helps to push the silhouette in the foreground while providing the

To boost the 3D effect of your image it helps to give an offset to one of the channels. It brings more colour to edges in your image as well.

character with an interesting rimlight at the same time, which helps reinforce the visual impression of a solid figure. It also gives him a lot more mystery by enriching the atmosphere around him, while leaving his face in shadow.

I always try to get all the elements working together before adding final touches such as 3D effects. But once you're satisfied with your image, merge everything together (save a backup, though!) and switch to the Channels panel. Choose one of the channels (different channels result in

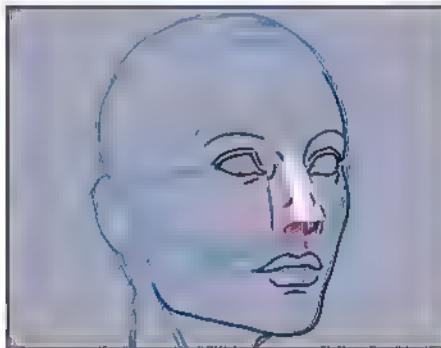
the same effect but with different colours), hit **Ctrl+A** to select all, and increase the size of the channel by between 10 and 20 pixels.

Try to keep it subtle and centred, though the effect should boost the elements in your image and not attract attention away from them. Now if you go back to your image in the Layers panel you'll see that the sharpest edges in your image will have a nice colourful offset around them, strengthening the cinematic effect and the three-dimensional feel of your image. Go try it out!

## Step-by-step: Draw an adult female nose



1 After roughing out the structure of the face in which the nose belongs, start from the hairline and divide the face horizontally into three parts. I set the eyebrows one-third of the way down the face, and the base of the nose at the bottom of the second third.



2 With these reference points I can build a geometric shape in which the nose will fit, a sort of truncated pyramid. By pinching, expanding and modifying this shape, I can get different noses. Now I can move on to the colouring, bearing in mind the planes of this solid shape.

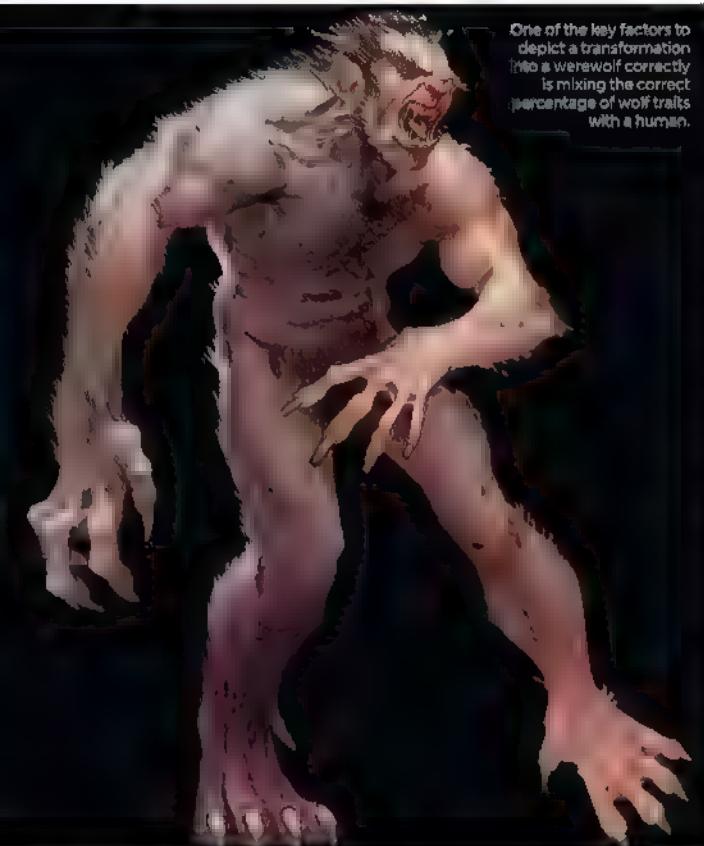


3 The tip of the nose and nostrils are rounded so I smooth the edges and angles. The nose is well-supplied with blood, so it's more reddish than the rest of the complexion. I always remind myself not to paint the nostrils with a flat black – a dark brown gives a more realistic look.

## Question

### How should I paint a werewolf mid-transformation?

David DeVries, New Zealand



One of the key factors to depict a transformation into a werewolf correctly is mixing the correct percentage of wolf traits with a human.

## Answer

Paco replies



Painting a human changing into a werewolf is no more difficult than painting a werewolf. If a werewolf is half man half wolf, a man becoming a werewolf is going to be 75 per cent man, 25 per cent wolf – so the key is to add 25 per cent of a wolf to a human (though obviously that percentage can vary depending on the stage of the transformation). The most important changes should be the face, the inclination of the spine and the feet. The nose should become shorter and more prominent, the forehead smaller, and the ears bigger. The

spine should be curved forward, a bit like a hunchback. That change is related to the shape of the feet: wolves walk on their fingers, and they have no thumb (they have dewclaws instead), so the spine has to change to balance the body because of this. Accordingly, the feet should become larger, the thumb should become a dewclaw, and the heel shouldn't touch the ground.

There are some other changes, too, like more hair, fangs, claws, wolf eyes, more muscle mass... but the essential changes are the ones we've mentioned. You can play some more with all the elements to depict different stages of the transformation.



Experimentation is vital to achieve a good result – that's why it's always useful to start with very basic sketches before trying to do something more detailed.



## Artist's secret

### USE COLOUR WISELY



## Step-by-step: Change a man into a wolf



1 This stage is mostly human, but some parts have changed more than others. Here I focus on the feet – one of them is almost transformed and the other is starting to change. One of the hands is becoming a claw, and the face is also changing, but it could just be a very ugly man – he's not a wolf yet! I try to depict lots of veins and tense muscles to convey more pain.



2 Here the transformation is more evident – one arm is already a huge claw, the face is no longer human, the spine is more curved and there is more hair. It's interesting to play with the lack of symmetry. Natural creatures are usually symmetrical (not 100 per cent but pretty much), so something asymmetrical enhances the feel of unnatural mutation, change, unfinished growth and so on.



3 As the transformation progresses, the lack of symmetry should decrease, since the victim is closer to his final form. Here the body is almost totally changed and the face is growing a snout. The ears should move towards the top of the head. If you have to depict just one stage of the transformation, you should aim for earlier stages – at this point, the process is almost finished.



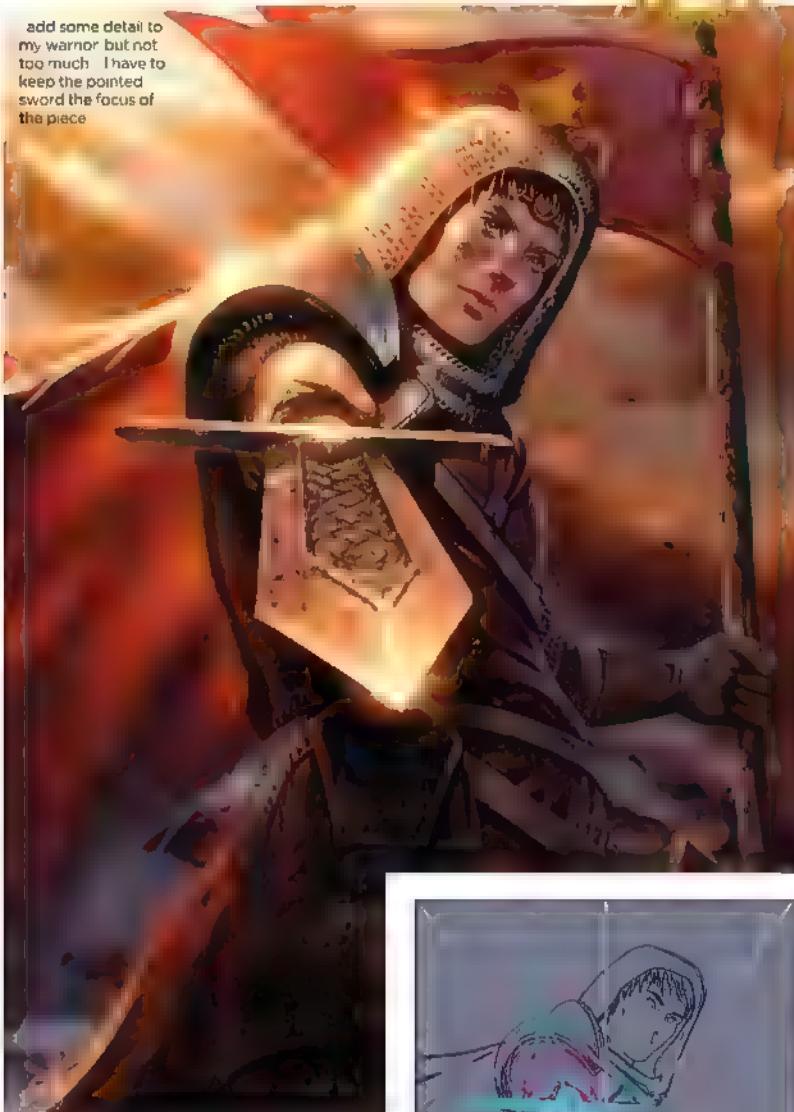
4 The final stage should focus on the last details, like the amount of hair and the final changes on the face. Minor changes should happen at the beginning and end of the transformation; the most extreme changes occur in the middle stages, so those are the most striking. A transformation may also vary depending on which kind of werewolf you want to change a person into.

# Your questions answered...

## Question

How can I show a warrior pointing a sword at the viewer?

Blaire Wentworth, US



## Answer

Sara replies

 This is a great way to involve the viewer in the illustration and there are many ways to approach it, but the first thing to keep in mind is that the warrior's eyes must be looking in the same direction in which the weapon is aimed. I place this point approximately in the middle of the image, where the viewer's eye is focused. The most important element is the perspective of weapon and arm, because this will determine how three-dimensional your illustration looks. For the sword I choose a vanishing point compatible with the direction of the arm, and I draw the blade in a not-too-central perspective, because centring it would make the image very static and a little 'contrived'.



Notice how the sword construction lines converge at a point oriented with the direction of the arm

The more pronounced the foreshortening (pointing towards the viewer's eyes), the more the tip of the sword will appear bigger and brighter, but the length of the blade will be reduced, as well as the arm. I pay attention to the anatomy of the arm (you can use some photos as reference), which is essential for creating a convincing image.



## Question

Can you help me design a carnivorous fantasy plant?

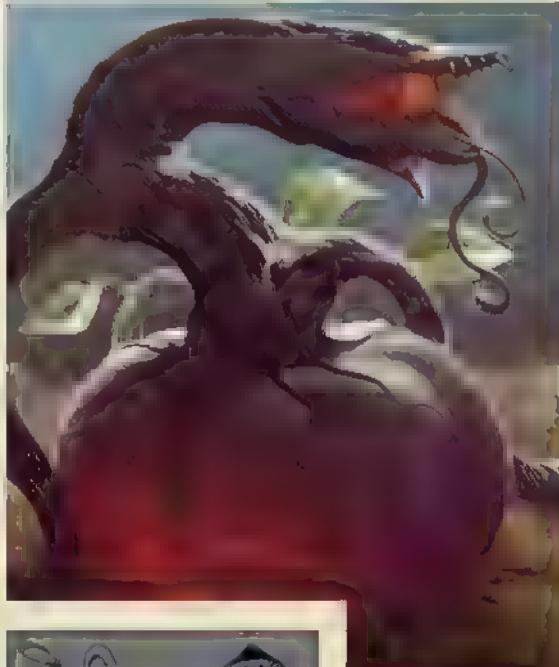
Glenn Lumsden, US

## Answer

Paco replies

 In real life carnivorous plants are pretty much like a poacher's snare or a pit trap, a simple mechanism that lures insects with a sweet smell to make them fall into the trap. So a reality-based carnivorous plant should be designed to look like one of those 'traps'. But if you want to design a fantasy-based carnivorous plant, you have no boundaries – you can let your imagination fly, since in a fantasy setting a carnivorous plant could be able to move and attack, for example. So basically you have to mix elements from two different sources: plant-like elements and elements related to carnivorous animals (such as jaws, fangs, claws...) or even just elements related to the animal kingdom generally (digestive system or veins). The purpose is to create a design with elements that tell the viewer 'this is a plant but it eats meat'.

So, for example, choose a plant and then choose an animal. Next, start thinking about how to blend them together, how to fuse animal traits into a plant – fangs could become thorns, tongues could become vines or skin could become bark. At the same time, try to keep the design functional. Imagine how the plant hunts: is it a simple trap like real carnivorous plants, or does it have some intelligence, so that it can move and attack?



For this plant I mixed a pumpkin with a barracuda, adding 'veins' and something like intestines inside the pumpkin to suggest a digestive system.

Don't limit yourself to mixing obvious choices, like a flower with human teeth. Try to doodle different animals and plants and see what you can come up with.





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Can you give me any tips to help me quickly paint a huge crowd in a vast environment?

Gary Chaloner, Australia



Tweak your brushes' settings to make them slightly different from each other. It will add even more visual variation to the crowd.

**Answer**

Donglu replies



The trick to painting a huge crowd is undoubtedly to avoid painting each figure individually, because it would be extremely time-consuming and difficult to balance out the impression of a big crowd within the composition.

If we look at some paintings by Craig Mullins, for example, who is renowned for detailed scenes on a large scale, we can see that he focuses more on how to give the impression of a big crowd, instead of painting the people in the big crowd. By giving a few visual hints, you can easily trick the viewer's brain to read carefully planned colour noise and corresponding highlights as a crowd. Knowing how to create the right illusion can significantly speed up your

efficiency during tight production periods, which is key in the entertainment industry.

Here I'll take you through the steps involved in making some custom crowd brushes, which can really speed up the crowd painting process.

In order to give some variety to the crowd, I'll make three different crowd brushes. Each of them will have specific setup, different jitter sizes, Scattering effects and Dynamic Color effects. With the right setting applied, pressing the brush softly makes the crowd small and light to mimic atmospheric perspective, but when you press the brush hard the size of the crowd increases and values become darker values. You can download my brushes from this issue's collection of resources.

One basic crowd brush can already produce a fairly convincing visual representation of a crowd. Create a few different ones to add more complexity and realism to your image.

**Step-by-step: Create custom crowd brushes**

1 Select three figures, with interesting silhouettes and poses, for the base of your three crowd brushes. I've picked three different angles on purpose to create more variation.

profile, three-quarter and back view. To make them into brushes select the figures, making sure there are no unwanted pixels around them then go to Edit> Define Brush Preset

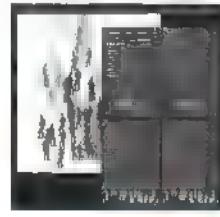


2 A basic brush makes even strokes with the same shape. Press F5 and tweak the settings for different dynamic effects, and save these in the brush presets. Brush Tip Shape, Shape Dynamics, Scattering



Color Dynamics and Transfer are the basic settings to tweak. They'll make the brush change in size, colour and opacity according to your pen pressure.

3 Take the time to adjust the amount of jitter and intensity you need so they truly complement each other. Texture and Dual Brush are secondary settings to make the result even more complex. Experiment with the settings – you'll be pleasantly surprised! Once your brushes are done they will save you lots of time compared to painting figures in a crowd individually.



**NEXT MONTH:** AGE YOUR CHARACTERS | TURN A PERSON TO STONE | FRAME A SCENE  
PAINT AN ALIEN BASE | LIGHT A DUNGEON | ADOPT A LOW PERSPECTIVE AND MORE



### THE FASHION

With a phenomenal reputation as a pin-up artist, Zöli Mozart later painted fashion models for magazines and advertising layouts.

# Zoë Mozart

Both a pin-up artist and a pin-up girl  
Zoë was better than the men



The year was 1952 and Zoë Mozart received a letter from Bigelow & Brown, the famous publishers of pin-up calendars. Among other matters, it informed her that, after Norman Rockwell, she was their highest paid artist.

That was some achievement, particularly for a female artist in that day and age. The \$5,000 she received for each image would be an astonishing sum even today, let alone in the mid-50s, and Zoë was known across the United States and beyond as one of the four leading pin-up artists of her era. Contemporaries included Earl Moran, Rolf Armstrong and Gil Elvgren.

That Zoë isn't spoken of more today is perhaps down to the genre she worked in. Although it has its nuances and a legion of fans, pin-up art isn't to everybody's taste in the supposedly liberated 21st century. The girls she painted usually wore little to nothing, were often provocatively posed, or had sexually charged expressions.

A closer look, however, reveals there was a lot more to her creative approach.

“Zoë would depict girls with more realistic proportions”

The realism in her work sets it apart from the more overtly sexualised – or sexist – pin-up art of the 1930s, 40s and 50s. Her understanding of anatomy put most of her contemporaries in the shade. Commentators have noted that whereas a male artist might make a girl's legs longer and breasts rounder, Zoë would usually depict more realistic proportions.

Pulp artists tended to be nothing if not dramatic when it came to lighting, but this is another area where her subtle yet rich use of colour enabled her to excel. Together with his brother Tim, Greg Hildebrandt



painted the iconic 1977 Star Wars film poster. Nowadays he paints pin-ups and, hanging in his studio for inspiration, he's got a print of Zoë's famous poster for the 1943 film, The Outlaw (see overleaf). It features the voluptuous actress Jane Russell, lying on a bed of hay holding a pistol.

## Artist PROFILE

The official online magazine  
of the pin-up art world.  
Magazine illustrator. She passed away in 1996 at 85, after a hugely successful career.



**THE OUTLAW**  
After her move to California, Zoë painted the poster art for 1943 film *The Outlaw*. Jane Russell, the female lead, posed live for the poster. It just doesn't happen these days.

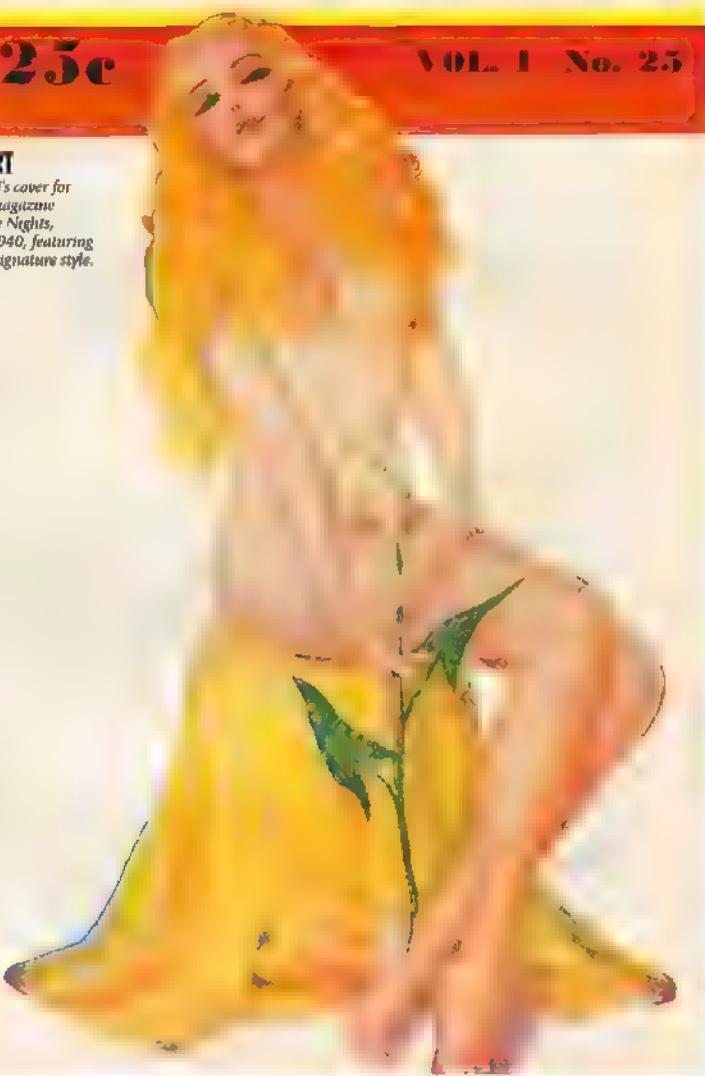
# PARISIENNE NIGHTS

25c

VOL. 1 No. 25

## PULP ART

Here's Zoë's cover for the pulp magazine *Parisienne Nights*, January 1940, featuring her early signature style.



► "Her use of a cool blue edge light made a real impact on me," says Greg. "Zoë had an excellent understanding of light and colour. Her use of light made her paintings immediately stand out. She used vibrant colours that made her art very seductive."

Born in Colorado Springs in 1907, Alice Adelante Moser studied art first at LaFrance Art School, and then at the Museum School of Industrial Art in Philadelphia. She was taught by Thornton Oakley who himself was a protégé of Howard Pyle. Another member of her class in Philadelphia was the pulp artist HJ Ward.

In the 1920s and 30s, Zoë would earn extra money to support her budding career by posing – nude or clothed – for other artists, including HJ. She appeared on the

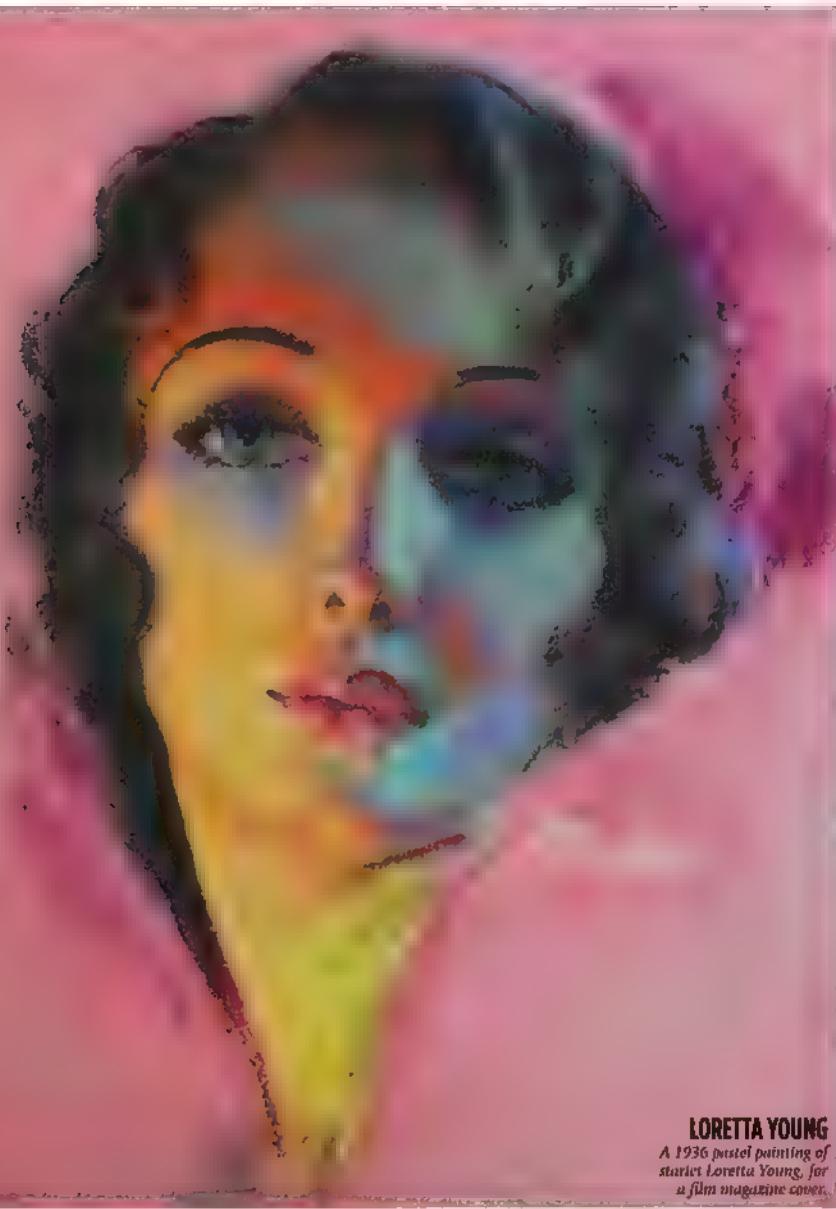
cover of many a pulp mystery magazine. Her own career began to take off in the 30s and she started working under the name Zoë Mozart. Her entire family later followed suit, including her brother Bruce, who became a well-known photographer. Apparently, she chose the name after flicking through an entire dictionary of names, getting to the end and deciding the last one would do.

## A REAL COVER STAR

Working mainly in pastel, she was illustrating covers for magazines such as True Story, True Romance, Screen Book and Night Life Tales, as well as for the advertisers inside them: Maybelline cosmetics, Raleigh Cigarettes, Dr Pepper,

“ By 1937 she'd painted over 400 pieces and the following year she judged the Miss America competition ”

# ZOË MOZERT



LORETTA YOUNG

A 1936 pastel painting of actress Loretta Young, for a film magazine cover.

Irresistible Perfume and Regina Hair Nets were just some of the products her glamorous women appeared to endorse

By 1937 she'd painted over 400 pieces and the following year she judged the Miss America competition in Atlantic City. A fellow judge was James Montgomery Flagg, creator of the iconic Uncle Sam Wants You poster. Apparently, he tried to flirt with her, but she was more taken with fellow pin-up artist George Petty, whose work had influenced her own

In 1942, she sold her first nude painting, and this drew the attention of Brown & Bigelow, publisher of saucy Mutoscope cards and nude calendars. She worked with the company for the next 26 years and became one of its top artists. Moving to California, she painted for the big motion picture companies, Hollywood magazines and Esquire

From a young age, Zoë was aware of beauty and during her career she sought perfection. Early on, she would use her

brother and sister as models, and later got her assistants to pose. When she found features she liked, she would use them again and again in her paintings. Her brother had the perfect pout, for instance, and so it appears on the lips of women in several of her pictures

Often, she posed for herself using either mirrors or photography. Perhaps it was her awareness of her own body that gave her art its edge says David Saunders, the author and art expert behind Pulpartists.com

"Women and men both enjoy looking at themselves in mirrors, but in the art of Zoë Mozart her women are thinking, 'I look pretty cool today!' in a proud way. This seems to capture a happy self-empowerment feeling, rather than some of the other moods that are conveyed in other pin-up artists, such as ridicule, contempt or resentment," he says

David has also noted that – by design – there's little implied narrative in Zoë's



## ARTIST POSES FOR ARTIST

Zoë was aware of her own beauty and posed for other artists, including for top pin-up painter Earl Moran seen here in 1935.



## THE ULTIMATE MODEL ARTIST

By posing for other artists, did Zoë Mozart gain a greater understanding of her subject?

According to the history books, Zoë paid her art school tuition fees by posing for other artists and continued to do so even as her career began to take off. One of the artists she posed for was H.J. Ward, whose work adorned pulp Western and detective magazines.

Zoë would pose for him in the mid-1930s. Although a brunette, she had platinum blonde hair during this period as seen on the covers for Spicy Mystery, Spicy Adventure and Spicy Detective that H.J. Ward painted. She also posed for Earl Moran and it's possible that through him she became one of Brown & Bigelow's 'big four' pin-up artists.

"One of her biggest career breaks was modelling for Earl, a famous pin-up artist," explains pulp art expert David Saunders. "It's likely this was an important business connection for her. A few of the very best pin-up artists, such as Zoë, left the New York calendar companies and moved to California to pursue their careers in Hollywood."

In many instances, Zoë also modelled for herself. Later in her career, she was able to paint artwork for sale directly to private galleries. In 1959, aged 52, she painted what was reputed to be the world's largest reclining nude for the Red Dog Saloon in Scottsdale, Arizona, using her own body as the basis for the picture.



## SPICY, SPICY

All of these magazine covers from the 1930s feature compositions that Zoë had posed for, painted by her art school classmate H.J. Ward.



## HELLO, SAILOR!

From collectible cards to calendars, Zoë Mozart created demand for her work among US servicemen

During World War II, Zoë's art was used to raise the morale of American troops. Her paintings appeared on Mutoscope cards, which could be bought from vending machines. Occasionally, such cards would have comic strips on them, but largely they offered a pin-up girl accompanied by a mild, saucy quip.

One of Zoë's efforts features a girl in a see-through negligee looking at the telephone, which clearly isn't ringing. "There must be something wrong with my line," she thinks. In others, the model is doing some spurious activity normally the domain of men at the time, due to the war effort, such as scrubbing a deck, cutting the lawn or doing some car maintenance. Or, they might merely be adjusting their clothing in revealing ways.

Each card was signed with her distinctive mark, designed for her by advertising executive Doan Powell. After the war, she continued by painting nudes for calendars that were sold via mail order by Brown & Bigelow. Men, many of whom had served and would have known her work from the cards, would take the calendars on standing order every year to see her latest artworks. Both the cards and the calendars are still considered prize collectibles.

### DARNEST BREAKS

A doll-like glamour girl experiences a sudden strap failure, as frequently occurred on Mutoscope pin-up cards painted in the 1940s.



### DODGING AND DIVING

Cards like these became popular with US servicemen before and during World War II, and Zoë's name stuck in their memory.



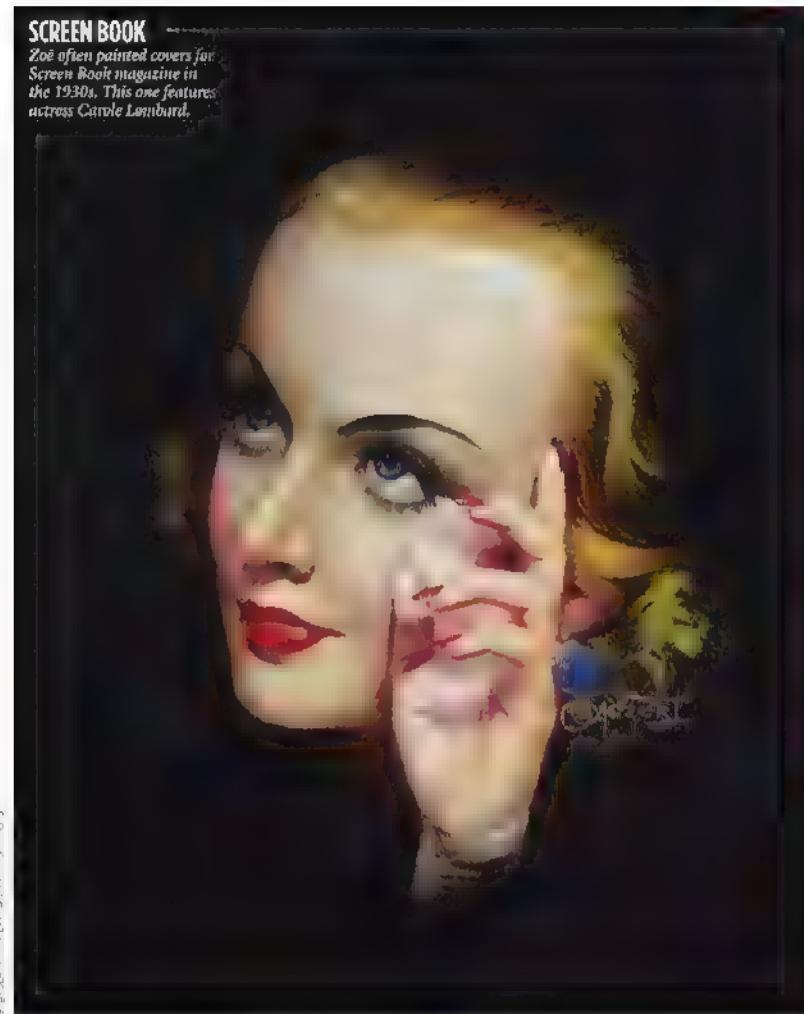
"AFTER ALL, EVERYBODY MAKES MISTAKES!"

A MUTOSCOPE CARD

PRINTED IN U. S. A.

## SCREEN BOOK

Zoë often painted covers for *Screen Book* magazine in the 1930s. This one features actress Carole Lombard.



» pictures Other glamour artists aimed for a lustful, pre- or post-sexual encounter intimacy. For the art historian, her images lean towards a classical notion of beauty

## BODY OF WORK

David is the son of the legendary pulp artist Norman Saunders, who created the original Mars Attacks cards and illustrated hundreds of pulp magazines in the 1930s, 40s and 50s – at the same time as Zoë was creating her pin-ups. Norman always observed men and women and commented on their bodies. David believes Zoë had a similar eye for anatomy and appreciation of beauty

"I was actually embarrassed Norman would confide such thoughts to me, and I told him so," says David. "He snapped out of his trance and looked at me 'I'm an artist!' he said. 'This is my job! There is inspiration all around us, in beautiful women and handsome men and cute kids and fat old businessmen too!' That put me in my place

"I suspect the same affection for human beauty may have inspired Zoë's work – the woman are empowered and not victimised or ridiculed. Some pin-ups by other artists emphasise a male-oriented attitude that's a mixture of begrudging admiration and

## She had a wonderful way with attitude and anatomy

resentment, characterised by the phrase, 'Women! You can't live with 'em, and you can't live without 'em!'

When artists look back on Zoë's career today, what seems extraordinary is how successful she was in an industry dominated by men. At five-foot-nothing, she had a huge personality and worked extremely hard to realise her dream, which was simply to become a famous artist.

"It must have been difficult for her, at that time when there was more sexism than there is today," says Spanish artist Rebeca Puebla. "It's always inspiring to see women breaking into a world that's often dominated by men. However, she made her way showing beautiful and hot women in a way that was less overwhelming than male artists of the time. Maybe, as a woman, she had a different vision of how to represent women in the world of pin-up art."



## READY TO SERVE

Zoë painted this mildly suggestive sporting pin-up in the 1940s.

For Greg Hildebrandt, there's something to appreciate in her work even if you don't enjoy pin-up art per se. "She had a wonderful understanding of composition, attitude and anatomy," he says. "All of these things should resonate in any contemporary artist. But that doesn't mean that her kind of art – pin-up – is actually interesting to many contemporary artists. This is not a negative. Pin-up is just not for everyone. I would think anyone who looks at her art can appreciate it for the style."

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## PRINT AND DIGITAL BACK ISSUES



### Issue 122

June 2015

We zoom into a film special by interviewing two Hollywood conceptual-art heavyweights: Michael Kutsche and George Hull. There's also insightful advice from storyboard artist Jim Cornish, our cover artist Alex Garner and concept designer Ben Mauro.



### Issue 121

May 2015

This packed issue includes stunning imagery and brilliant ways to get you painting in the style of manga. FeiGiao transports you to warmer climes, while Jade Mosch's shares practical tips for unique art. Plus there's a unicorn on the cover, thanks to Paul Kwon!



### Issue 120

April 2015

Get your dream job in the book illustration industry with advice from pro artists. Plus Tony DiTerlizzi on life after The Spiderwick Chronicles, Jonny Duddle paints a Harry Potter cover, and there's a free eBook worth £10.49 for every reader!



### Issue 119

March 2015

Fred Augis' bright cover image is just a taster of what's inside this month's sci-fi art special. Our workshop artists concept a spaceship, show a planetary expedition and paint a space-age priestess. We also talk to Stephan Martiniere about his futuristic art.

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## Back issues

## RESOURCES ARE INCLUDED WITH PRINT AND DIGITAL EDITIONS\*



**Issue 118**  
February 2015



**Issue 117**  
January 2015



**Issue 116**  
Christmas 2014



**Issue 115**  
December 2014



**Issue 114**  
November 2014



**Issue 113**  
October 2014



**Issue 112**  
September 2014



**Issue 111**  
August 2014



**Issue 110**  
July 2014



**Issue 109**  
June 2014



**Issue 108**  
May 2014

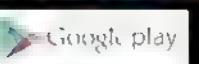
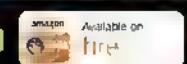


**Issue 107**  
April 2014

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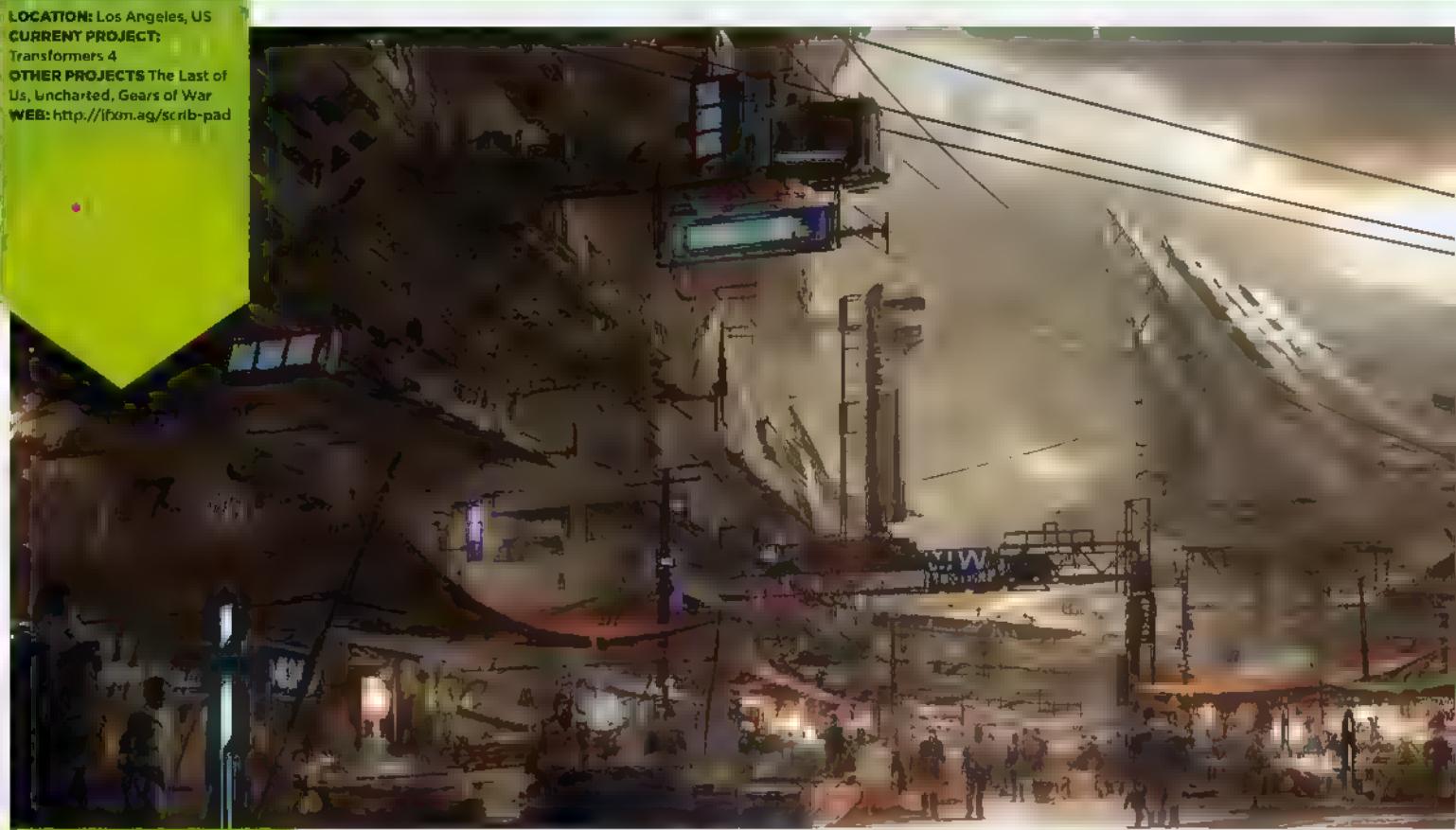


zinio™ **nook**  
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\*Resource files are available from issue 85 onwards.

**LOCATION:** Los Angeles, US  
**CURRENT PROJECT:**  
Transformers 4  
**OTHER PROJECTS** The Last of Us, Uncharted, Gears of War  
**WEB:** <http://ifxm.ag/scrub-pad>



Benjamin E. Edwards

## STUDIO PROFILE

# SCRIBBLE PAD STUDIOS

From Transformers to theme parks, the LA-based scribblers don't believe in limiting their horizons

**A** studio with as many irons in the fire as Scribble Pad could never function under the vision and sweat of just one artist. But the conception of the organisation is certainly one man's plan – a plan that has come together in no small order.

West Coast artist James Paick was working full-time for a games developer eight years ago when his department buckled, and he faced a life of freelance scribbling. Once he set to work on a new portfolio, however, he realised he had greater ambitions. "I've always had a competitive nature," says James, "so my aim for the studio was to focus on design, and fun."

Since the first pads were cracked open in 2008, James and his growing team have



worked on some of the hottest titles around. "My first 'big success' with the studio was working with Naughty Dog on Uncharted and The Last of Us," says James. "But at the time I wasn't aware of just how big the franchises were going to be."

A different gaming juggernaut fired up concept artist Matt Zikry: "I worked on a Gears of War Judgment strategy guide. The client requested we sketch specific drawings as if we were the main character, since the book was to be used as the character's journal. This forced me to get deep into the game world."

Giving each job the same level of devotion, be it an A-grade hit or a more risky venture, is central to Scribble Pad's success. "Every project we've taken on has provided a huge learning curve for all



© spark J.W. m. ed.

This cockpit concept layout is just one of Scribble Pad's numerous designs for futuristic FPS game Lost Planet 3



Scribble Pad's art team put their collective heads together to come up with Titanfall's imaginative environments.



James Paick's own artwork, inspired by World War Two.

“Every project we've taken on has provided a huge learning curve for all of us.”



The art team wanted to give the establishing shot for Titanfall as much visual impact as possible.

Here's Scribble Pad's garage design for Ubisoft's driving game *The Crew*.



## JAMES PAICK

The studio's founder has a desire to please all-comers...

**Did you establish Scribble Pad Studios with any specific mission plan in mind – and if so, do you think you've fulfilled it?**

The mission behind developing Scribble Pad Studios was to become one of the industry's top design houses. It's taken quite a bit of blood and sweat by the team – but I believe we're definitely on the right track. The industry is constantly changing and new studios are quicker than ever. We have to continue to develop ourselves, both as artists and as artists to succeed. It's never ending, competition on the rise.

**Do you find the day-to-day running of the company gets in the way of satisfying your creative urges, or does it all feel like play?**

Never in my life have I been by the studio's needs. Developing the studio's mission, writing stories, writing the art, testing that I have it takes a lot of effort to get a studio built, but once you're in it, and working with all the artists and myself, it's a whole lot easier. A very number of free time. There are times when I have to turn to other artists of the studio to help, while working on a project, but in a way, it's that kind of matter intrinsically with my creative urges as an artist.

**What makes the output of Scribble Pad unique, when you look around at other studios?**

We like to think we're very adaptable to all our clients' needs. Since we can't stand the idea of working very tightly, tightly, we're not restricted to genres. Client matter doesn't matter environments, or characters, or vehicles, weapons, science fiction, fantasy, and so on. You know, it's all the same, and instead of a certain selection, it's the most important factor when approaching a design, is that it has to be able to be some very versatile.

**Do you have any more plans to work in film? If you could greenlight any one such movie project, what would it be?**

Scribble Pad Studios does have plans to work on some forthcoming announced films. I would be thinking to greenlight an internal studio project. Being able to act and direct within a project would be an amazing experience. I love working in a team effort with individuals focusing on the same goal. It would take much pride in being able to create such a effort, although I know it would come with a heavy price.



Creative director James is the founder of Scribble Pad Studios, and has helped craft visuals for best-selling video games including *Uncharted* and [www.scribblepadstudios.com](http://www.scribblepadstudios.com).

Terminator 4 Salvation  
- nobody's favourite  
film, true, but you can't  
knock Scribble Pad's  
vision of the future.



IMAGE: SCRIBBLE PAD STUDIO

» of us," says James. "There's more to this industry than just being able to paint. Every opportunity I get to design for a client, I dive in headfirst. The part that gets me the most fired up is the research phase – the moment I learn something new, I want to apply this new information right away!"

## EMPLOYMENT OPPORTUNITIES

James' vision is shared and supported by a growing team of talented designers, with further opportunities around the corner. "Scribble Pad is currently expanding both our internal departments as well as our client base," he announces, for any budding designers looking to relocate to LA.

Shepherding new recruits is art director Joy Lee, who adds, "Each individual is different and has to be catered towards. One solution for one artist might not apply for another. I love being able to witness when another artist's light bulb turns on. We're competing against some of the best in the world, so this requires us to bring our



The best studios don't just display their own work on their walls, but art that inspires them



A-game to the job every day. Of course, that doesn't mean we can't have fun while doing it. We're in a creative field after all, so if we weren't able to enjoy the process it would be very apparent in our work."

"Since we spend a lot of time in the studio, we made sure the environment feels like home," adds Matt. "The studio is filled with an incredible reference library, a lounging area, as well as a ton of toys, and we have 'game-day' on Fridays!"

"We're like a family here at the studio," agrees concept artist Shawn Kim. "I spend the most amount of my time with the people here both



The studio's eye for an atmospheric locale was exploited to the full for the latest Tomb Raider outing

inside and outside. We've developed our relationships and known each other for so long that there really isn't another way to label it besides family."

With such a wide array of projects to get stuck into, it's tough to single out any one particular favourite creation, but James concludes. "It's always a great joy to see your design come to life in a game or film. A really fun one was the recent *Transformers 4* film, *Age of Extinction*. Being able to witness your painting come to life in a film, in three dimensions, is still a really shocking experience. The *Transformers* team did a tremendous job translating my design, and really stayed true to the original painting I created."

Going from a scribble on a pad to a hulking 3D CG robot is quite a journey. But judging by the big names lining up to make use of the vision of James and his team, it will be far from the last. ■

**“We're up against some of the best, so we need to bring our A-game to the job”**



# PAINT STRIKING CHARACTER ART

James Paick finds time in his busy work schedule to illustrate a mighty and mysterious soldier



Some times he leaps between stages of an image, crowded up from one, and then can be a surprise even to the artist themselves. Here Scribble Pad's head honch, James Paolini, takes us through his painting process and reveals how he's able to bring a sketch to life through a strong composition and the careful use of photo textures.



## Simple start

"I start paintings with a composition study. It's important to make sure you have a clear 1-2-3 read in the early phases of a painting. I also find it easier to start in black and white, focusing on the basics."



## Getting the scale

"Still black and white, I introduce my main figure as well as additional ones in the distance. The scale of the back- and mid-ground figures is important for the image if it's to have a believable sense of depth



## Cool and sinister

"I start introducing colour and a base photo texture. I want the environment to have a cool and sinister feeling. The photos help to introduce base texturing, but it'll still require manual painting. "



### Adding detail

"With the main features established, I refine and add detail. I compare values and colours of certain areas. I zoom into the painting to capture a bit more detail in the main warrior's design."

# Sketchbook

## Waldemar Kazak

This artist comes from Russia with love, and brings with him plenty of sketchbook fun along the way



### PROFILE

#### Waldemar Kazak

COUNTRY: Russia

 Waldemar lives in a town between Moscow and St Petersburg. In 1994 he graduated from college with an art degree, then worked in book design. At the same time he produced packaging bottles for alcohol, but once he had enough of that he got in contact with an art director of a Moscow men's magazine and started a seven-year career as a magazine illustrator  
[www.waldemarkazak.com](http://www.waldemarkazak.com)

### SCI-FI PIN-UP

"A work-in-progress piece showing someone operating computers with their hands. I did this for an energy company's corporate calendar"

### APPLE PIN-UP

"Just a piece of personal art. Although I did have a playing card project in mind when I drew her"

### TWO MEN IN TIME

"Characters for an illustration in the book of stories about time travellers. The stories were set during World War II"



# sketchbook Waldemar Kazak

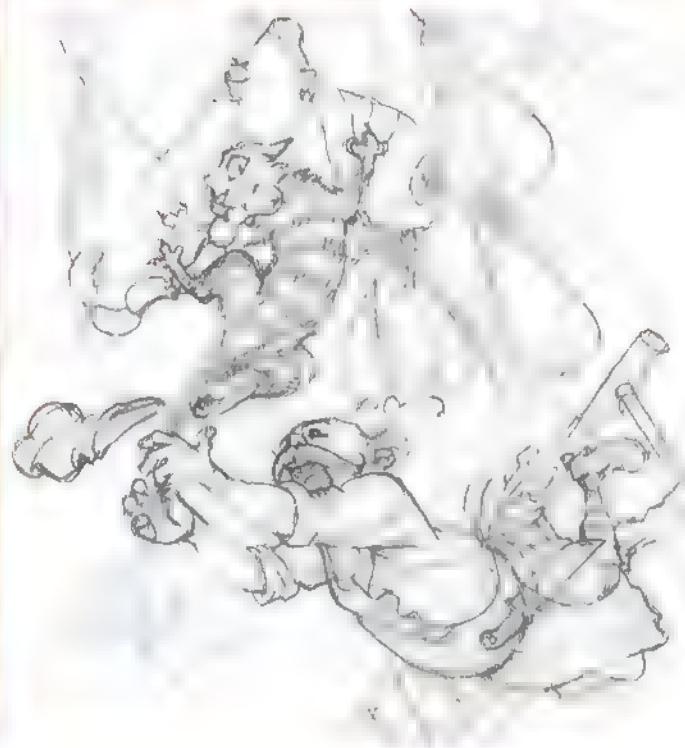


## BOUDICA

"I wanted to paint the queen of the British Celts who led a rebellion against the Romans"

## MAD CAT

"This was the development of an idea for some card art. The client worked at a factory that produced food packaging"



# Sketchbook

## CATWOMAN

"This was a simple sketch for a petroleum company. I thought that making her catsuit resemble a coating of oil worked well."



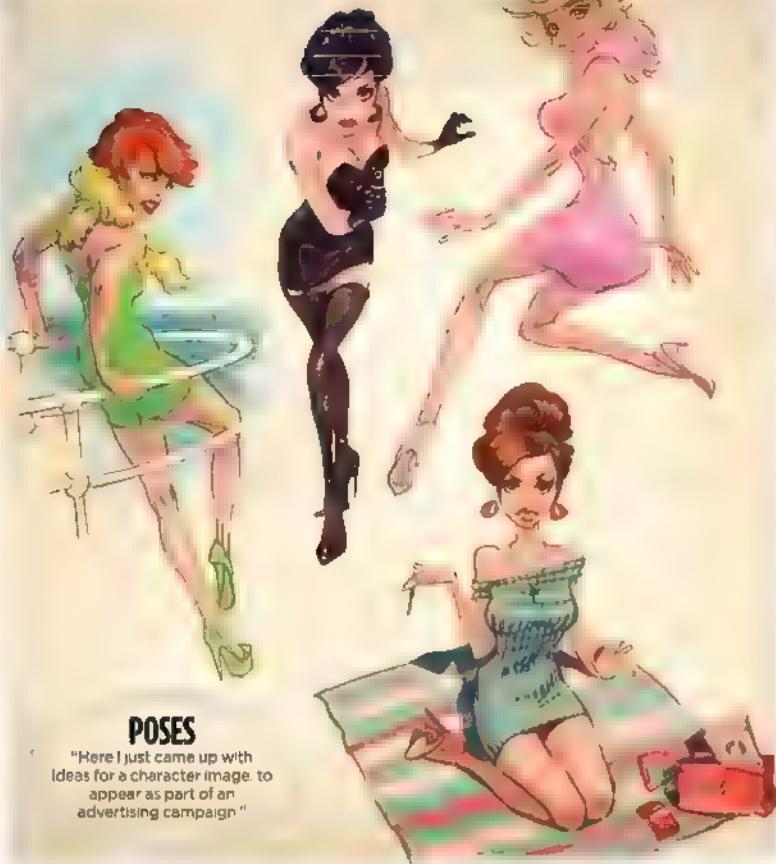
*"I thought that making her catsuit resemble a coating of oil worked well"*

## RED BEAR

*"A crazy Russian in an even crazier Wild West film. Ride 'em, cowgirl - should that be beargirl?"*



## sketchbook Waldemar Kazak



### POSES

"Here I just came up with ideas for a character image to appear as part of an advertising campaign"

### GRINDER

"I drew this to highlight the work of proofreaders working in the publishing industry. It's inspired by the US illustrators of the 1920s and 30s, in particular JC Leyendecker"



### GOLF?

"A tongue-in-cheek poster to celebrate 20 years of a trading company. The firm's director is swinging the club. Twenty years of success is represented by him reaching the 20th hole."

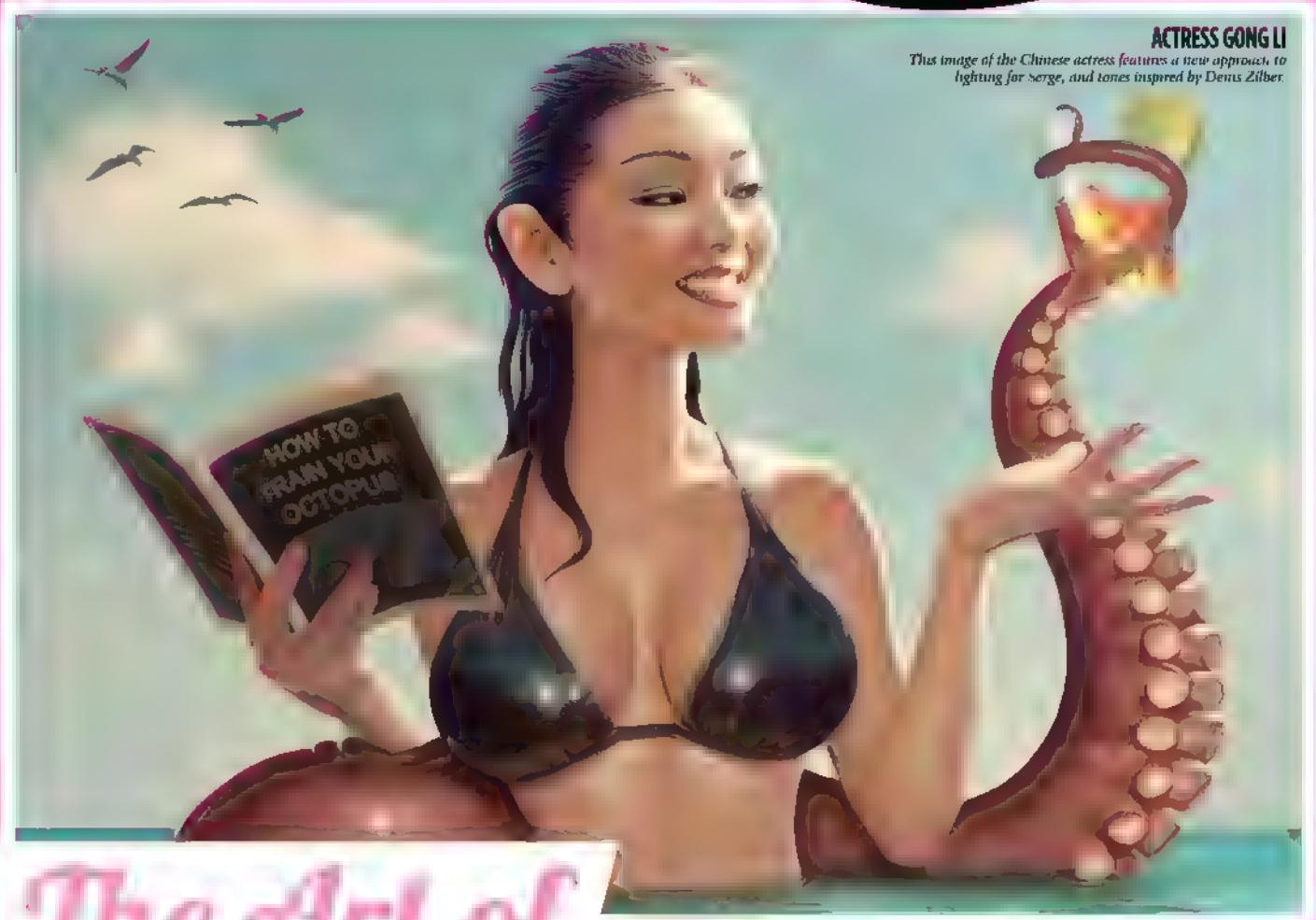
NEXT MONTH'S SKETCHBOOK:



## VANESSA LAKE

*Serge was "inspired by my friend Louppalau for the shapes" for this painting of the alternative model*





## ACTRESS GONG LI

*This image of the Chinese actress features a new approach to lighting for serge, and tones inspired by Denis Zilber.*

# The Art of **SERGE BIRAUT**

The renowned pin-up artist talks about his legal background, his favourite models and his greatest creation to date



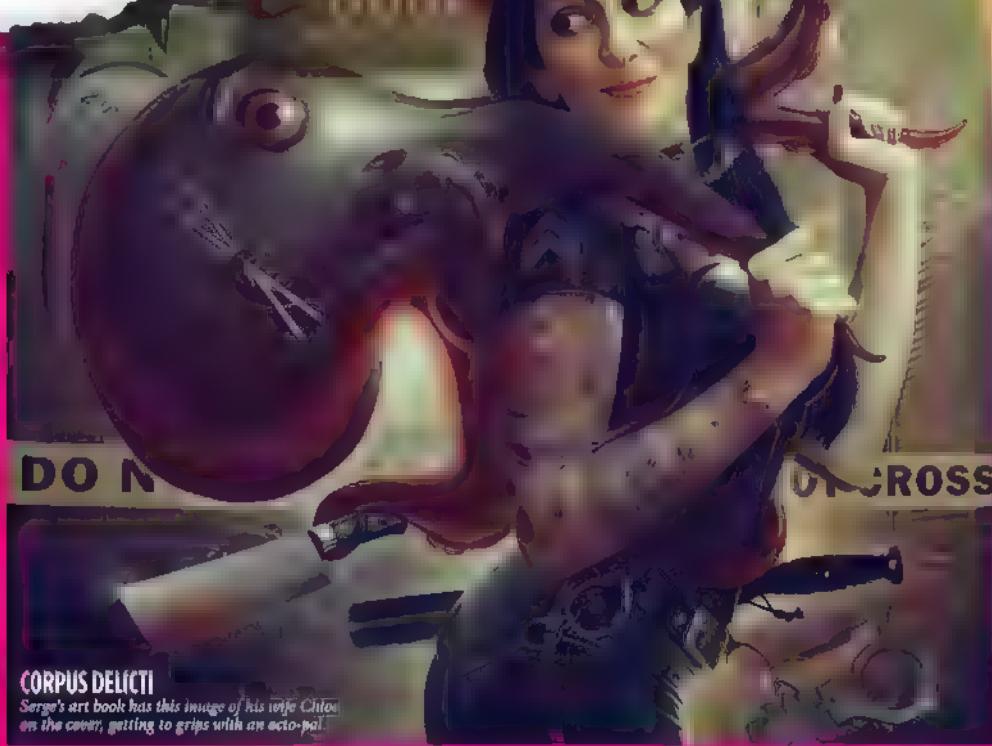
**'I didn't want to give up my paintings – my babies. But my mother told me to'**

## WOMEN RULE, OKAY?

# ARTIST TIP

## LAYERING UP

"Use layers - lots of layers. They're very useful. You can organise your work more easily this way. A layer for your sketch, another for your flat colours, another for the volumes or highlights. I'm a layers maniac! I create hundreds for each picture."



"I wanted to be this guy who talked bad to women. The violent guy... My mother wanted me to earn some real money. So I became a lawyer."

Having lost his job as a lawyer, he turned to teaching law for a year, banking enough cash to make a proper go at art. He used his savings to practise using Photoshop, 3ds Max and Flash. "I learned how to script in Flash. It was very trendy 10 years ago. I did websites in Flash animation, Flash scripting and sent it to a big company. I was hired two days after."

## AN EARLY LOVE OF CARICATURES

Talented as he is, Serge didn't pick up Flash and miraculously start banging out animation off the bat. He's been into art since his mum bought him Jean Mulauer's book of caricatures when he was eight. I met Jean a few years ago. Every time I went to Paris I saw him. He visited every exhibition I did and was the kindest person in the universe, curious about everything.

A few years after Jean's book came Halime Sorayama. "He's the most

"Even if it takes me 20 years, I'm going to learn how to create those shiny things"



important guy in my development. When I saw his work I said, 'Okay, I want to learn how to do that. Even if I need 20 years, I'm going to learn how to make an airbrush! create those shiny things.'

Jean Yeagle, Playboy art director and creator of the ditzy blonde pin-up character Mandy, was another influence. "He became the first guy to really aid me, help me in my career. He tried to find me contacts at Playboy in the US. He said, 'If you need something, I'll always be there.' He did the foreword for my art book, *Corpus Delicti*."

Aside from working in games, Serge has made a bustling side-line in teaching. ▶▶

## FUCHS

This image means a lot to Serge - but he won't say why

This was the first time Fuchs is one of my favs. I saw some of her photos for the first time and the fact she didn't look like I used to seeing on the internet and different types of pictures of her after.

The meaning of this is clear and I don't really know. It's a very personal image like I used to do with my airbrush and once again influenced by my mate Sorayama. It features a reflective material that's challenging. The pigments.

I think I spent over 10 hours painting. But I'm still not happy with this one. It's not perfect. A lot of mistakes now. It's like an old friend to me.



## SNOW WHITE

This, believe it or not, was a "soft light" test, done in the software of choice, Photoshop, back in 2013.

## MALYFICARUM

Right, a painting for Serge's exhibition that travelled from Paris to Australia. The model is pin-up artist Maly Str.

# Serge Birault

## WHAT'S IN YOUR BAG?

"I'm a layers maniac!"

### Age: 29

### Place of birth:

Strasbourg

eastern France

### Little-known fact:

Serge fact

Serge studied law to

become a judge

### Top five artists:

Halime Sorayama, Dean Yeagle, Gi Evgren, Jean Maitre and Jean Auguste Dominique Ingres



Pen, pencil,  
airbrush or  
a stylus?

A stylus and a  
2mm Unterum  
marker pen!

What was the  
first art book you  
were given?

Jean Mulauer's book of  
caricature art  
Website  
<http://www.sergebirault.com>



**MARIA GIBSON**

*This image of Maria, aka Puchis, is heavily inspired by Serge's hero Hajime Sorayama.*



### POISON IVY

This is "the first Poison Ivy of the year" for Serge. The artist has an arm full of boy tattoos, so we're sure it won't be the last



### MUSIC CHANNEL

Here Serge brings his modern touch to a commercial piece for a French TV channel



### FACEBOOK TREAT

Serge's Facebook page  
is a great place to check out  
what's new with the artist

### A GENEROUS NATURE

"It's more about the process than the final result, just do it!"

**ARTIST TIP****LOW OPACITY**

"Change Opacity manually and don't use Pen Pressure if you want very clean gradients. It sounds strange but give it a try. I work at a very low Opacity, below 20 per cent. Do several strokes and change the size of your brush."

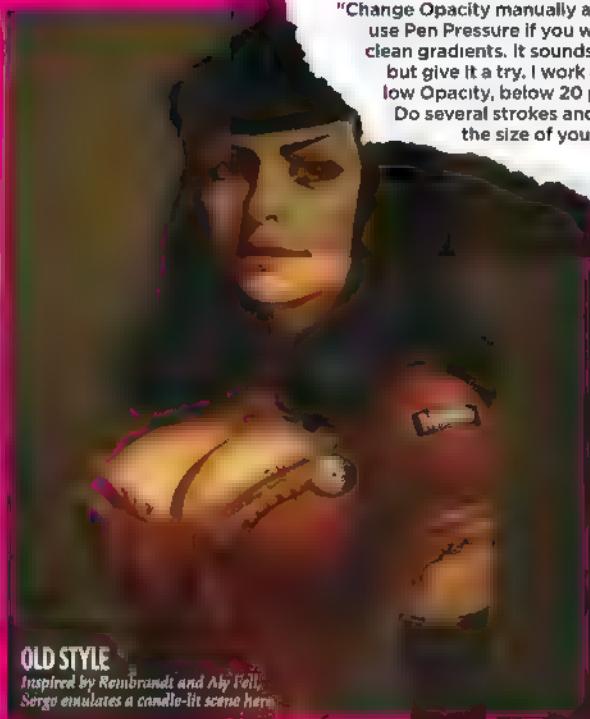
**SASHIMI'S REVENGE**

Get an insight into Serge's way of working (whenever he's got a spare hour or 80 on his hands)

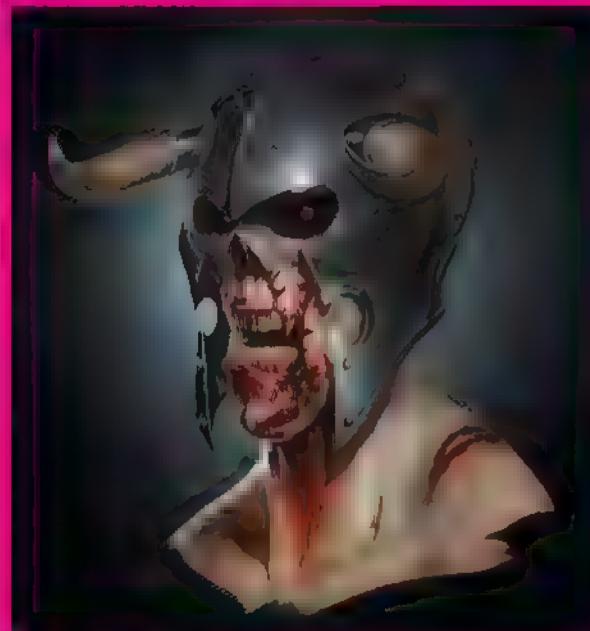
This is probably my most popular picture but I don't know why. I worked in a very old school way. I chose my colour palette before I started and did very few changes at the end. My colours are a bit strange – I was inspired by old classic oil paintings, especially seascapes. All the darkest tones are purple and the brightest ones are cyan and the middle tones are green. The contrast is unnormal too, no black or white. I spent about 80 hours on this, because of the colours and because I changed my mind a lot. I nearly everything I really see is nearly impossible to achieve this kind of result with only adjustment layers but it takes so much time to paint this way that I choose the easy way most of the time."



**NAILED IT!**  
One of Serge's oldest images (2009), and still one of the most popular, this is a conventional piece, with a touch of Scarlett Johansson.



**OLD STYLE**  
Inspired by Rembrandt and Aly Felix, Serge emulates a candle-lit scene here.



**GAME ART CONCEPT**

This horned beastie is one of the few 'day job' pieces of art Serge has shown – a rejected concept for a cancelled game.

Though working at games studio Ubisoft Montreal, it's his pin-up art that we think of when we hear the name Serge Birault. Drawing sexy women has a long tradition, and though some may see the big breasts, the prurient poses, and declare, 'Sexism!', Serge really isn't fussed.

I have statistics from my Facebook page and nearly half of the 'likes' are by women. When I did a workshop in Mexico, half the audience were women. I think this is the best compliment I can have. I'm not sexist. I grew up only with girls. I have two sisters. Only my mother was there... I think one of the things is that I never paint victims. I can't do that. When I draw I try to do

stronger than men.

"Then after one year I needed money, so I started teaching in a very crappy school in France – we have a lot of very crappy, rough schools, very cheap, very money-strapped. I tried a few and thought, 'not for me'. Then freelance came, and little by little..."

**ALL ABOUT THE TECHNIQUES**

Taking a year off from art may seem alien to a lot of readers. Serge is hesitant to even call himself an artist. "I think I don't want to be one," he laughs. "I'm more of a crafter. I came from learning to draw realistic things, the traditional airbrush. We're more about the techniques than the final result."

"It's just: do the thing! I don't care about the final result, really. I don't fuck about."

This spills into every waking minute. Serge may not be easy with the title 'artist' but he's constantly switched on as one. "When I travel, not for my work, but for holidays, two or three days in I'm like [clicks fingers impatiently]. In the restaurant I'm like, 'Can I draw something now?' It's a curse. When my wife and I go to a pub, I'm thinking about reflection, the light on the glass. And she's thinking, 'Oh God, he's still working'." I can't understand when people say they really like painting. They're so lucky."

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## This issue:

### 62 Create a retro pin-up piece

Cris Delara paints a cover portrait that harks back to the genre's golden age.

### 67 Start animating your fantasy art

Check out SketchBook Pro's animation flipbook feature, with Paris Christou.

### 68 How to paint the perfect beefcake

Loopydave has fun depicting a muscle-bound pin-up's unusual fishing method. Don't try this at home!

### 72 Develop an environment

A red ship flies above an icy sea in Andrei Ruabovitchev's striking composition.

### 74 Portray a strong female pin-up

See how Julie Dillon takes a different approach to the pin-up genre, creating a beautiful, confident woman.

### 80 Boost your Procreate art skills

Gediminas Pranckevičius paints a furry fantasy creature on his iPad.

### 84 How to overcome creative block

Lacking inspiration? Painter's Mirror Painting tools can help, says Don Seegmiller.



# Learn to draw in Photoshop **CREATE A RETRO PIN-UP PIECE**

**Cris Delara**

breaks down the art of creating a pin-up piece in Photoshop



## PROFILE



Name: Cris Delara  
Title: Artist  
Hobbies: Sketching, illustration, painting  
Also produces character designs and illustrations

Cris, 34, and is a CG Academy Instructor specialising in pin-up illustrations



INTERVIEW

## PRO SECRETS

### Learn make-up techniques

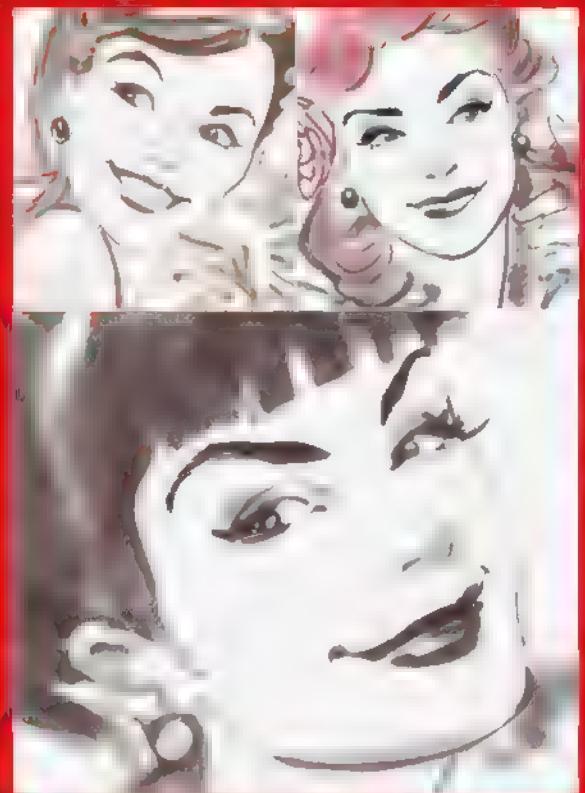
You're keen to specialize in painting pin-up characters. I recommend buying a good book on how to apply make-up. It's come in handy when you're depicting close-ups of your female models which require you to paint their faces in detail.

**T**



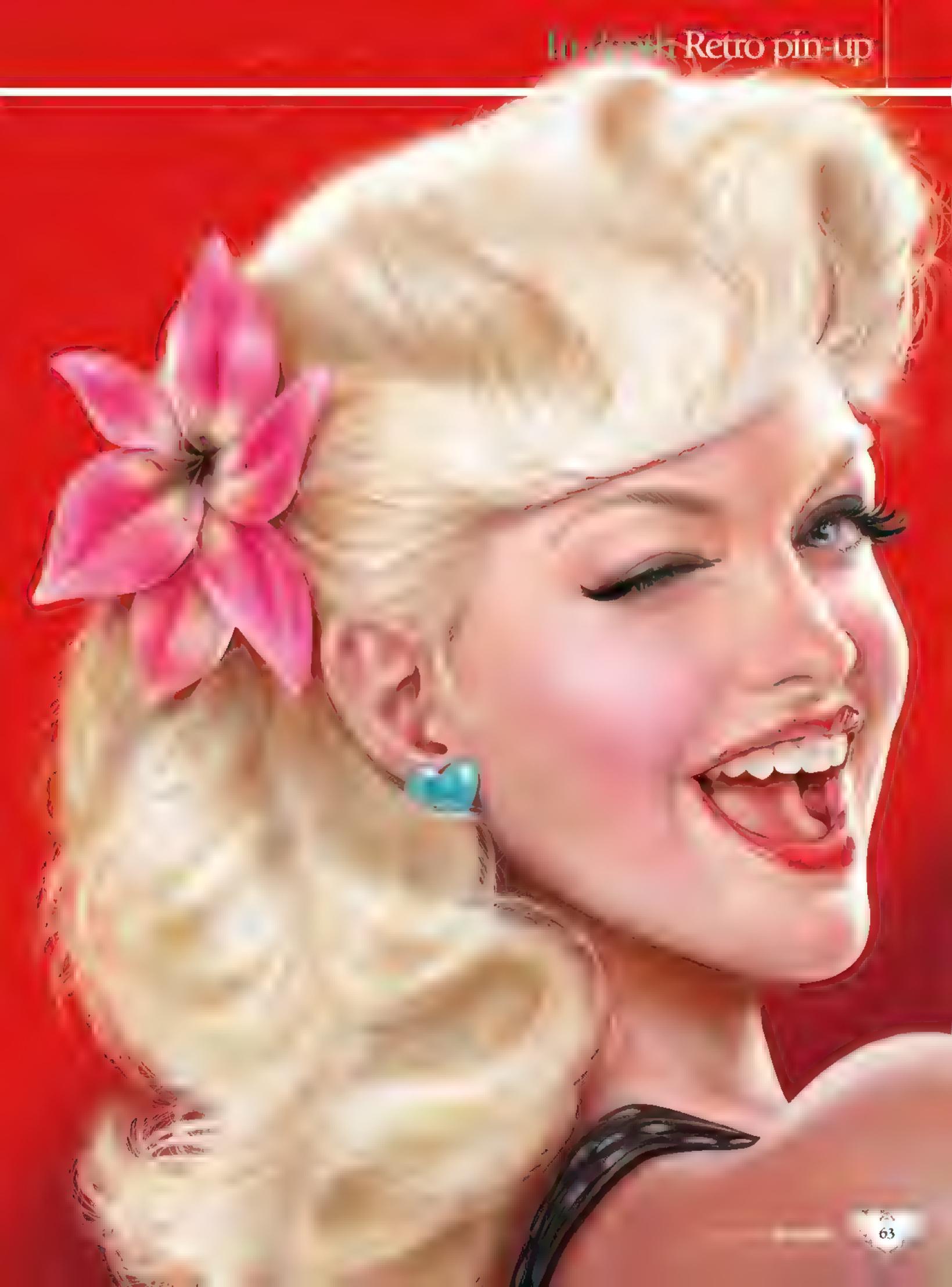
### Expression, attitude and language

It's important to understand the expression, attitude and language of the person you're drawing.



### Trying different sketches

It's good to experiment with different sketches to find the best one for your piece.





## Adjusting the mock-up

I begin the sketch on ImagineFX. I start by sketching the main features of the face and then add some shading to gain a better idea of what the final image will look like.

## Value studies and lighting

From this mock-up, I create a value study. This reveals the balance of light and dark on the actual colours that I'll use for the image. As you can see, even after the image is approved, the colour of the pin-up's hair is altered. I then render everything to maximise all the details on the image, which will be the base for my colour painting process.

## WORKSHOP BRUSHES



### First colours on her skin tones

I import the value study to my new canvas as a Normal layer and then lock it to avoid painting on it. I create a Soft Light layer above this one, which acts as a transparency as I start painting the skin tones on her face, using an Airbrush tool. I don't use any texture effects at this early stage.



### Eyes and eyebrows

To paint eyes and eyebrows I create a Normal layer above the others, set my brushes on a low Opacity (between 20 and 50 per cent) and use them on the spotlights, detailing the iris and creating moisture effects and shadows. I use Manga Studio's Pencil and Rough Pencil, Soft Airbrush, Smooth Watercolor and customised brush to add texture to the image.



### Painting the nose

I use the Soft Airbrush to make a start on the rendering of the nose, while paying attention to the light direction on the image and the temperature of my colours. I use the Transparent Watercolor tool to add more definition to smaller areas such as the nostrils lines. I'm careful with the transitions among the colours, lights and shadows, because I want a natural look.



### Appealing, natural lips

Following the main light source I spread the base colour (red), using the Soft Airbrush, on both lips. Between lips and skin there's a soft, irregular line, which I reproduce with the Rough pencil at 20 per cent Opacity. I use my customised skin brush for a natural texture effect. The Smooth Watercolor Brush from the Watercolor tool palette blends colour on the mouth.



### 10 Introduce texture to the skin

I created the facial features and rendered the skin tones on the face. I then used a feathered brush to create soft transitions. These transitions give the face a non-uniform, natural look. The brushes used on this texture painting process are basically the same as the ones used for the hair.



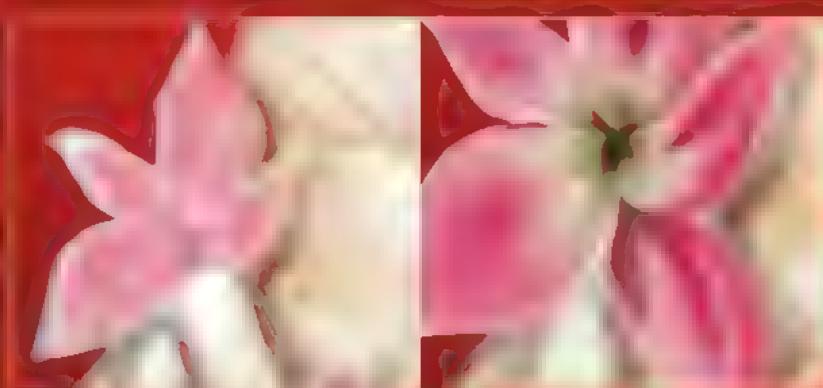
### 11 Starting on the hair

I selected the Selection tool and then used the Lasso tool to select the hair. I then used the Paintbrush tool with a soft brush and feather, to achieve a natural look.



### 11 Rendering the hair

I copy and paste this section of hair and modify it, so it covers the entire head. I then use the Paintbrush tool to paint the same area of strands, but this approach does save time. I'm going to use a soft brush to paint the hair. I'm going to paint with a soft, gentle hand when rendering hair. The



### 12 Painting the accessories

I switch back to the brush. I then paint the flower and petals. I use a soft brush to paint the petals. I then use a hard brush to enhance the texture on the edge of the petals.



### 13 On to the earring

Next, for the earring, I select the heart shape from the Pattern tool and create it. Then I use the Free Transform and Mesh Transformation tools to adjust the shape of the heart. I then use the Paintbrush tool to paint the heart with a soft brush to give it a plastic appearance.



### 14 Final adjustments

I spend time in Photoshop to check the details on all the elements. I then use the Dodge and Burn tools to add highlights and shadows. I then use the Color Balance tool to add color to the overall image. My pin-up is finished!

Brush Size  
50px (Soft)  
20px (Hard)

### PRO SECRETS

hart the progr  
100% me, and only  
100% in the overall

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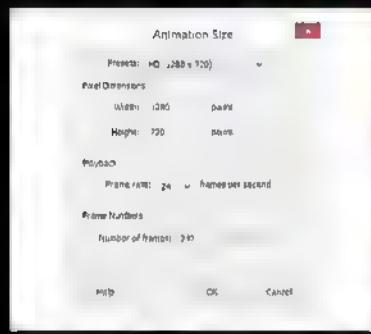
Learn the basics of the fledgling animation flipbook feature in SketchBook Pro 7, courtesy of our seasoned expert **Paris Christou**

**S**kechBook Pro 7's animation flipbook feature can be considered a bit of an experiment from the program's developers. It's best to see the tool as a work-in-progress project, because while the brush tools and user-friendly functions are impressive, this new feature is still limited. But it's worth spending a little time investigating.

You can't export your animation as a video file and the layers system is very basic, but to be fair, this is the beginning of a feature that could very well lead to the next generation of tradigital animation tools. For this month's article I'll guide you through the animation side of SketchBook Pro, reveal how to animate with the Flipbook, and explain how to handle the new layers system.

**1 Set up your project**

Select File from the main toolbar and choose New Flipbook. The project panel will appear with a range of properties to choose from. The presets are the pixel dimensions of your project, and you can also input the dimensions to create your own custom size. The next option is the frame rate or how many frames per second your animation will be. The final option is to decide how many frames your scene will consist of.

**PREPARE YOUR ART FOR ANIMATION****A. Planning your scene**

Plan out your sequence before hand on paper. This will help you to figure out the timing and spacing of your scene. I like to sketch out thumbnails and keep this stage very rough and loose, which means I can jettison bad poses and the sequence. You'll also be able to work out how frames a sequence will consist of.

**B. Sketching**

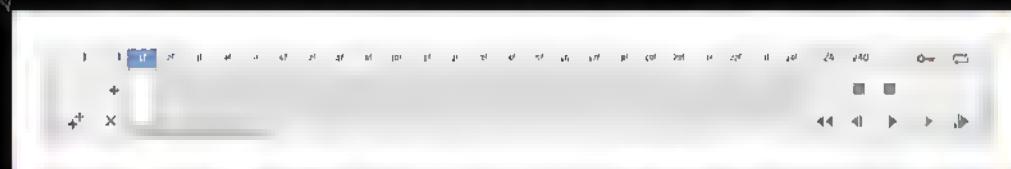
Because the layer system is very limited, select the mid-ground and start sketching out the rough animation along the timeline. Always refer back to your thumbnails and try to stay as loose as possible. Once you've completed the rough animation, take the soft eraser and gently erase 50 per cent of each frame to reduce its opacity.

**C. Cleaning up and colour**

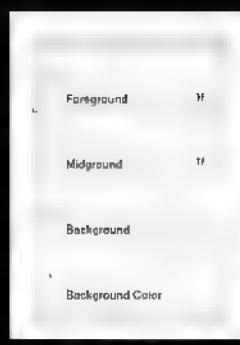
Tidy up the rough animation by selecting the foreground and going over every keyframe along the timeline. This stage takes time and effort to keep the lines consistent. If you rush it, the forms will either expand or shrink. Once you've cleaned the frames, erase every keyframe on the mid-ground and add your chosen colours.

**2 The animation timeline**

The Timeline is a series of frames from 0 up to the amount of frames that a scene consists of. The animation is played back frame by frame along the timeline at the frame rate that you selected in the previous step. On the left of the timeline are the keyframe options to add and delete a key. On the right are the playback controls.

**3 The Flipbook layers system**

The layers system is very different from what you'll find in any other software. You can't add or delete a layer, but you do have three specific layers to use for your Flipbook animation. The background layer is a static layer across the timeline for you to draw and paint the environment of your scene. The fore- and mid-ground layers are related to each frame on the timeline.



Photoshop

# HOW TO PAINT THE PERFECT BEEFCAKE

**Loopydave** has fun with the pin-up genre, depicting a muscle-bound barbarian's unconventional fishing method. Don't try this at home!

**Artist PROFILE**

**Loopydave**  
COUNTRY: Australia

DAVID DUNSTAN  
Known as Loopydave, Tarzan  
working career as a graphic designer before switching to the wacky world of freelance illustrations – when all he considers have been a good move.

<http://item-aq/loopyd>

**T**his workshop will take you through the process of painting a little fantasy/sci-fi beefcake. Clearly this will be no study of metaphysical angst and search for meaning in the empty void of nothingness (unless you wish to read that into the final image – art is in the eye of the beholder, after all) the brief is for something fun, tongue-in-cheek, heading slightly towards caricature, all of which is a natural fit for my more painted style and usual approach to illustration

For this tutorial I will use Photoshop as my software and paint with a mouse, but the principles will be pretty much the same whatever program, version or input device you currently prefer. I get puzzled looks about the whole 'paint with a mouse' thing, but it's a well-trained mouse, it doesn't eat a lot of cheese, and I've been working this way for so long, it's actually quite natural for me.

You'll need a basic understanding of navigating a paint program (Photoshop or whatever you happen to use), using

brushes, palettes and layers, as we will be playing with layers in this tutorial, demonstrating how they can be used in conjunction with colour overlays, for highlighting and other effects.

I will be spotlighting a few rules along the way, smarter ways to work, and most likely why I didn't actually follow my own advice properly.

Enough preamble, though... It's time for me to put down the potato snacks, flex my atrophied muscles, stick a fish in my mouth and get this beefcake thing rolling.

## 1 Concept/brief

I toy with a few quick pencil concept sketches and present multiple options. Occasionally, this means you end up working on an idea or design you don't like as much as another, but the clients here have discerning taste and impeccable judgement. We go with a barbarian or Tarzan-like character fishing – though it's also clear that when it comes to fishing, I'm pretty clueless.



## 2 Colour rough

My initial concept sketch ignored the most important rule of illustration – make sure your design works in the dimensions provided – so I rework it to the right proportions and add quick colour to visualise my lighting and palette ideas. My next step is usually a tighter sketch, but this time I decide to live dangerously and paint straight from my rough, working things out as I go.

# In depth Perfect beefcake

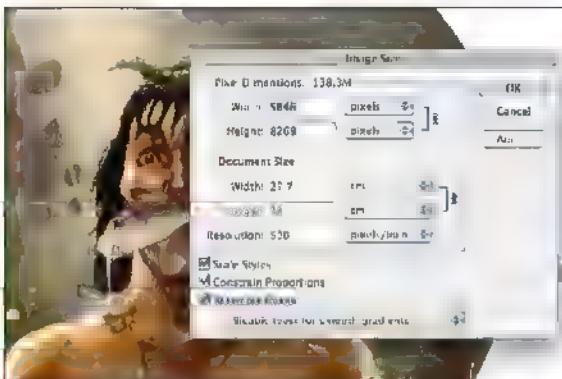


# Workshops

## PRO SECRETS

### Multi windows

Having multiple windows or the file you're working on (Window>Arrange New Window for [Image]) enables you to work the finer details in one window while still being able to see how the image is working overall in another. Particularly useful for creating jump cuts.



### 3 Before we get going

I scale my colour rough to nearly twice the A3 300dpi required before I start painting over it. It's always best to work larger than you need – finished art can always scale down, but scaling up causes image degradation. I now divide this rough into four layers: base colour, circular background, water and Mr Beefcake ('Beef' to his friends). I'll create many more as I work.



### 5 Asymmetry

The pose in this piece is quite symmetrical, usually a sure-fire way to make an image feel static or boring, so to counter this I'm emphasising the tilt to his body slightly more, as well as keeping the expression uneven. It's a good idea to check the image in reverse, particularly at this early stage, just to make sure things are balanced convincingly and not some optical bias.

### 6 Work that body

Now all but the finest details on the face are done, I start to block in the body, painting directly on the Mr Beefcake layer. As the drawing I am working over is quite undefined, this involves clarifying the muscle groups and some fine-tuning of proportions. The palette is fairly limited at this stage, with only a basic acknowledgement of the character's environment.



### 7 Jazz hands!

I usually allocate a good portion of time to painting hands. They are detailed and necessary to get right. I'm using my own hands as a guide, which explains why these are looking particularly soft for a barbarian. Pay careful attention to colour – even Mr Beefcake here with his olive complexion will have lighter coloured palms and redder tones towards the fingertips.

### 8 Research your fish

Technical details are important – when I get them wrong, I inevitably meet someone knowledgeable who gets hung up on the inaccuracies. I know little about fish, the only ones I've put in my mouth were cooked at the time. I look at a lot of pictures but I like the shape of the fish in my sketch best, so I use my research just to add some authenticity. Fish experts, please do not email

## RESOURCES

### WORKSHOP BRUSHES

#### PHOTOSHOP

#### STANDARD SOFT AND HARD EDGE BRUSHES



I use these for just about everything

#### CUSTOM BRUSHES: SPOTS2



Good for adding a little skin noise and texture

#### SAMPLED BRUSHES



I use this for painting hair highlights. Much faster than a single pixel brush

# In depth Perfect beefcake



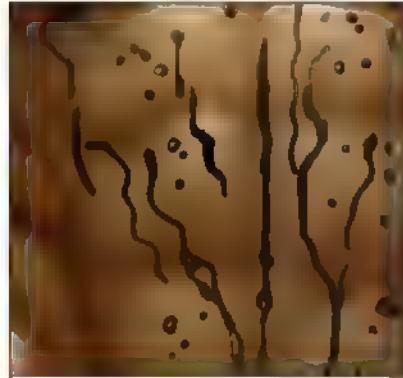
## 9 Applying scales to the fish

After giving Mr Beef some bling, I use lines to paint a fish scale pattern on a new layer (as shown). Next I use Edit>Transform>Warp to wrap this pattern around the fish. Then I Cmd-click the layer thumbnail to load it as a selection. Now I invert the loaded selection and, on a new layer, run a soft wide white brush over the middle of the fish. Instant fish scales!



## 10 Glows and colour overlays

I create a layers folder called Glows, then on a layer in it I airbrush turquoise on the lower torso and lighter colours on the shoulders. I set the layer to Overlay and 50 per cent Opacity. Next layer I airbrush white on sunlit areas, repeat on a layer in yellow, and set both to Overlay to add glowing translucency to the skin. On another layer I add subtle water reflections on the lower abs.



## 11 Glistening imperfections

Even Mr Beef has skin imperfections, so I use a mottled brush to add some subtle randomised noise over the flatter areas and lower face, then a hard-edged brush to add small creases and spots, particularly around the neck. For a glistening look, I paint smaller localised specular areas – but, as the primary light source is behind, just a few and as little patterns rather than flat whites



## 12 Riveting water rivulets

Now that I've added the glistening highlights, the next step in creating that wet (rather than just oiled-up) look is adding rivulets of water. On a new layer I draw some black stream lines down the body with a flat brush. Then I set the layer to Soft Light mode and 15 per cent Opacity. I add a few specular dots at the end of some trails on a new layer to simulate droplets, and voilà, Mr Beefcake is starting to look like he needs a towel!



## 13 Water reflections

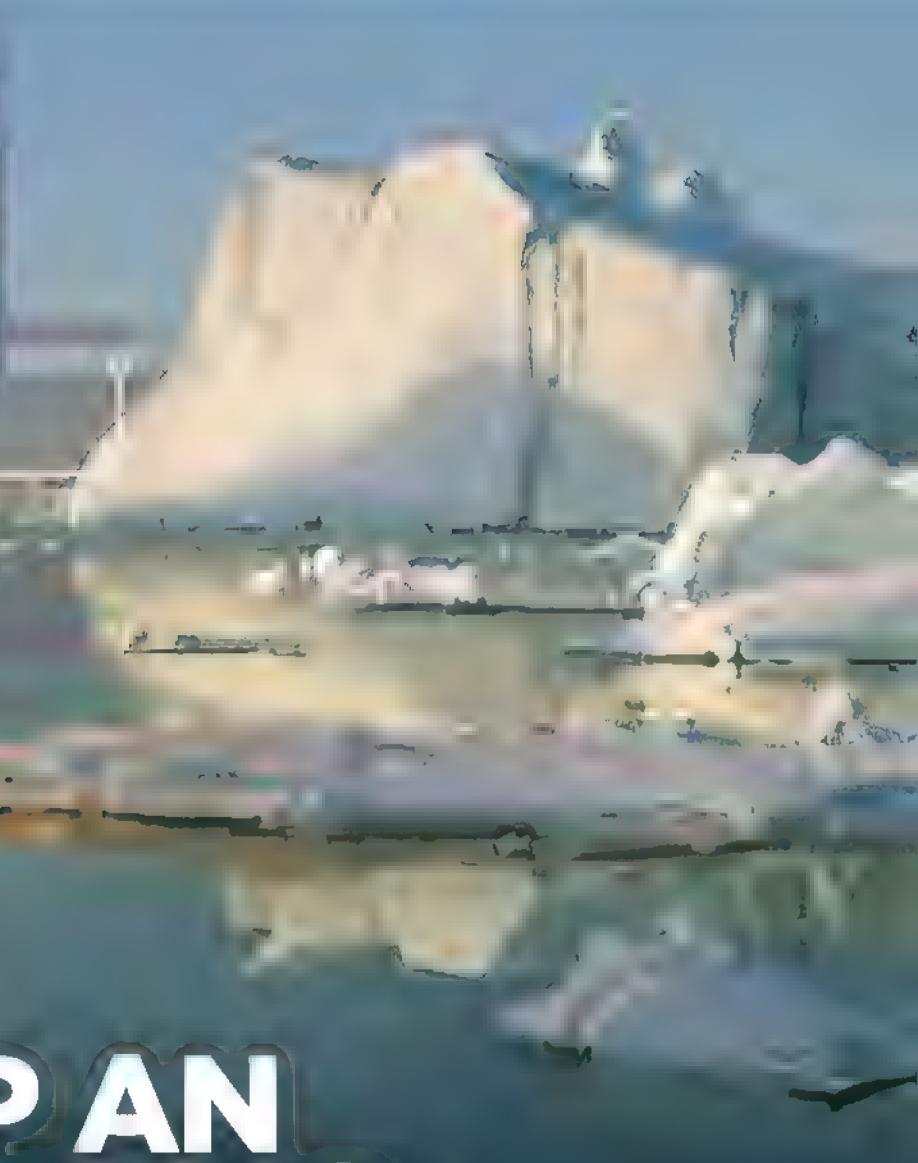
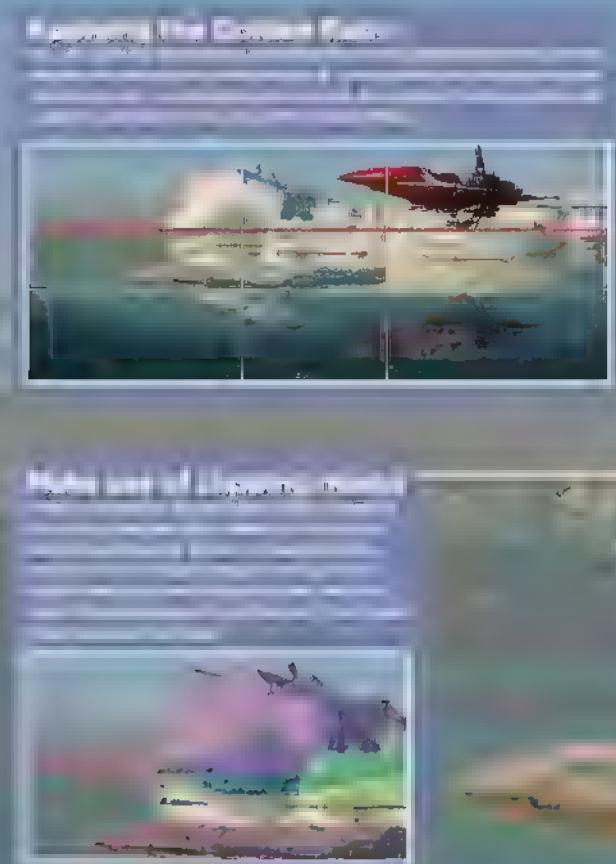
I paint the water area on a layer with a flipped Mr Beef for a reflection. I apply the Displace filter, using a noise image I've created that's had its Red and Green channels blurred in different directions to add some distortion. Now I go to Filter>Liquify and wiggle things around before painting over it to get a result I like

## 14 Creating a splash

On a new layer, I paint splash shapes and droplets in a flat black with a hard-edged brush. With a soft brush, I erase most of the middle from the shapes, then set Layer Opacity to 30 per cent. On a new layer I add a light touch of white with a soft brush and specular highlights with a small hard brush. I step back to decide what I need to fix and finish, and it's time I got to the gym!

## PRO SECRETS

**Stay organised**  
I sometimes have everything on a single layer but need to work on many of them. So I create Holders in the Layers panel to keep all the different elements organised and easy to find.



## DEVELOP AN ATMOSPHERIC ENVIRONMENT



**Andrei Riabovitchev** places a flying vessel in a wintery seascape, using a loose painterly style

**Artist PROFILE**  
Andrei Riabovitchev

**T**his piece is one I did in my free time. I always have fun when I sit down and do personal drawings, because they help me to escape from my busy professional life. When you're drawing just for pleasure you're totally free in your artistic decision making. You're like a writer, director and production designer all rolled into one. You have no boundaries or deadlines to restrict you. Instead, you can decide

for yourself how you can start the piece and when you can stop.

I've produced a fair few personal pieces of art over time, all on certain themes. This is from the series of drawings telling the tale of The Last Superhero. The basic setup is that a person with superpowers is desperately fighting to save humanity and the world. It's full of adventures, flying spaceships, battles, dangerous villains and beautiful landscapes. I would like to

think that one day I'll be able to publish this story.

I took inspiration for this picture from the ice-breaking ships that are often seen in the Arctic, whose red hulls make them stand out from their icy surroundings. I also remembered an adventure story that I read when I was a child, about little people who once made their boat fly. That's why, many years later, I decided to draw a red flying ship. ■

# Artist insight Atmospheric environment



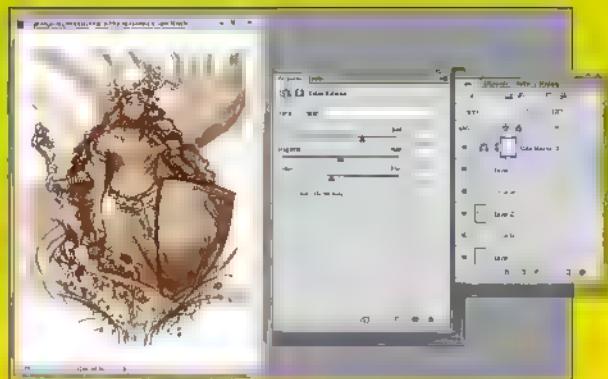
## WARMTH AMONG THE ICE







# Workshops



## 3 Refining the sketch

I add more details to make sure I've got a pretty solid idea of where I want to go before I start applying colour. I give her a crown of flowers, as well as flowers at her feet and waist, and start to indicate that her staff is formed of swirling vines. At this point I've got most of my major elements indicated – although not fully detailed – so I'm ready to start colouring.

## 4 Tinting the sketch

I tint the sketch to a warmer colour, because I know I want this to be a warm colour piece overall. To do this I go to Layer>New Adjustment Layer>Color Balance. This creates a new layer that enables me to adjust the colour of the piece. I play with the sliders on the midtone and shadow tones until the sketch is a colour that I'm happy with.



## 5 Adding colour

Now I start adding in the actual main colours. I create a new layer and set its Blending mode to Hard Light, from the floating layer window. This enables me to add bright, rich colour to the sketch without losing the details of the sketch. Using a standard circular brush, I quickly block in my areas of colour. I want the colours to be warm, bright and fresh.

## 6 Beginning to paint

After adding the base colour, I create a Normal blending layer and begin to paint. My brush's Opacity is set to 100 per cent, and the flow is set to between 15 and 20 per cent. I tend to work on the overall image in bits and pieces, rather than completely rendering one area at a time, because I like to see the overall look develop as I go along.



## 7 Developing Ideas

I really like the contrast between the character's armour and the surrounding greenery, so I push it a little forward by adding even more flowers, particularly on her staff. I'm not too sure about the blue butterflies at this point. I like all the dots of colour that they create, but they may not work in this particular colour scheme.

## 8 Rethinking areas of the piece

I notice in the previous drafts that her expression was beginning to look a bit dour, which is not what I want, so I start to work on it a bit more. I experiment with giving her a layered skirt, possibly with more chainmail elements. I also start playing with the idea of having the canopy of the tree look a little more stylised and become an encircling border form.

# In depth Strong pin-up



## 9 Flowing dress lines

I expand the canvas slightly, which enables me to bring fabric from her dress down in a little decorative sweep. It isn't necessary, but I like the way it looks. Throughout all this, I'm refining the details further across the whole of the piece, without zooming in on one area too much.



## 10 Evaluating my progress

At this point I take a step back and evaluate how things are going. I look at my colour sketch from step five, and realise that my current draft is missing some of the things I really liked from the initial sketch: her dress style, the tilt of her hips, the angle of her arm and her facial expression. I make some changes to the newer draft to get back on track.



## 11 Fine-tuning the details

The circular forms of the tree frame the piece and give it some energy and movement, and the flowers are adding a lot of fun detail and bits of colour. From here, it's mostly a matter of fine-tuning of details, colour and tone. I notice that the tree is a little dark and heavy, so I make a note to lighten it up.



## 12 Minor composition tweaks

I always make sure to take a step back and evaluate the entire image as a whole. When working, I frequently make minor adjustments to the way the image sits on the page, either to tighten in and focus or shrink down areas to give them more space. With this piece, I feel that adding a little more space on the top is necessary, so I make a bit more room for the tree.



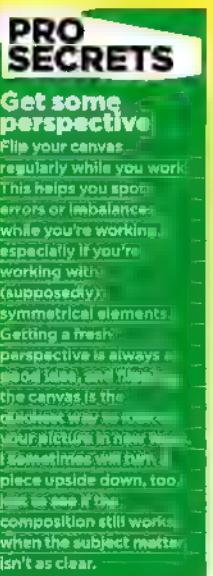
## 13 Finessing my colours

I do a stylised treatment on the leaves in the tree canopy, because the overall tree shape is already pretty stylised. I add white butterflies, because the earlier blue butterflies didn't mesh quite as well with the overall colour palette, but I still want small floating elements throughout the scene. I add in a vine curving over her armoured shoulder, and fill in more details throughout.



## 14 Finishing touches

I add some backlight glow around her hair and face from the sun behind her, and I lighten some of the harsher shadows to help keep the piece looking bright and warm. I like the way it looks overall, so I call it done.



### PRO SECRETS

#### Get some perspective

Fill your canvas regularly while you work. This helps you spot errors or imbalances while you're working, especially if you're working with (supposedly) symmetrical elements. Getting a fresh perspective is always good idea, and the canvas is the easiest way to do that. Your picture will look sometimes won't look good upside down, too. It's good to see if the composition still works when the subject matter isn't as clear.



Next month in...

NO. 1 FOR DIGITAL ARTISTS

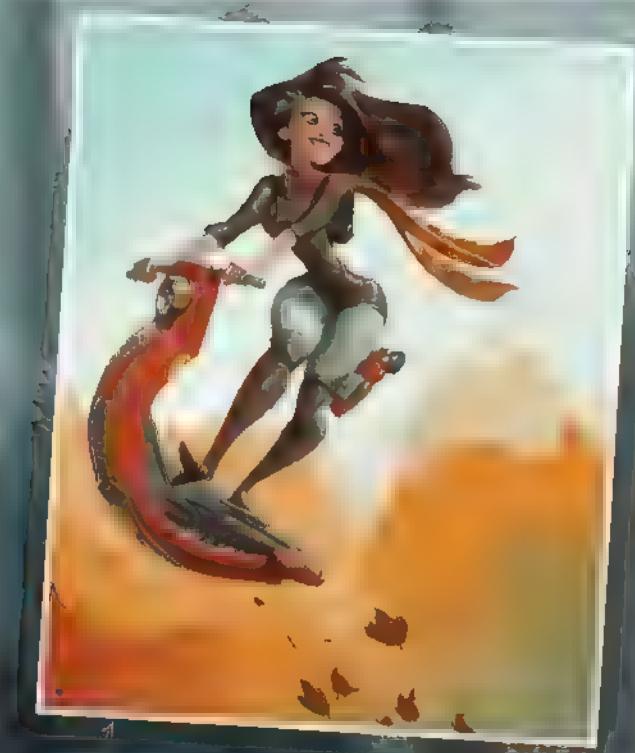
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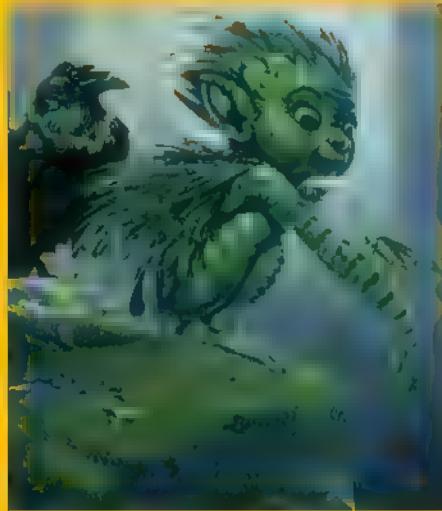
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## Featuring...

### Animating lessons

Legendary Disney animator Aaron Blaise reveals how he brings a short scene to life.



### Sketching characters

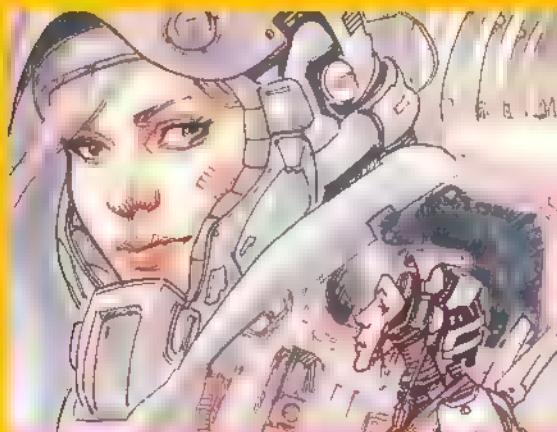
Ensure your figures look good from the get-go, with David Adhinarya Lojaya.

### Colour and shade

Expert advice from Jeremy Vickery on colouring a scene the correct way every time.

### Sketchbook

The gloriously detailed doodles from the pencil of illustrator Dylan Teague.



# BOOST YOUR PROCREATE ART SKILLS

Geidiminas Pranckevicius juggles lighting and composition on an iPad, and depicts a furry critter



When I bought an iPad with a Wacom stylus I realised that my studio could be almost anywhere. These days I can work in a cafe, where I don't have to pay rent and meals are prepared right there. Painting outdoors isn't particularly comfortable, though, because of the light reflections, but the car can be very comfy. It's liberating stuff!

Working on the iPad is intuitive and it's easy to get to grips with its creative

apps. I particularly like Procreate because all of its tools are very focused, convenient and clear in their function.

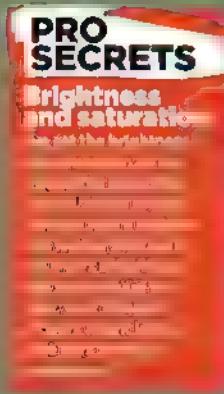
The only extra thing you might need is a decent supply of inspiration. Nowadays, there's an overload of information and it's very difficult to pick out the gems from the junk. One of the best ways is to visit masterpieces on show in galleries and museums - but the zoo or aquarium will do just as well. Reading books also enriches the imagination.



Google forest animal

Images

Related: real forest animals rainforest animal forest animal lion north american forest animals forest animal name

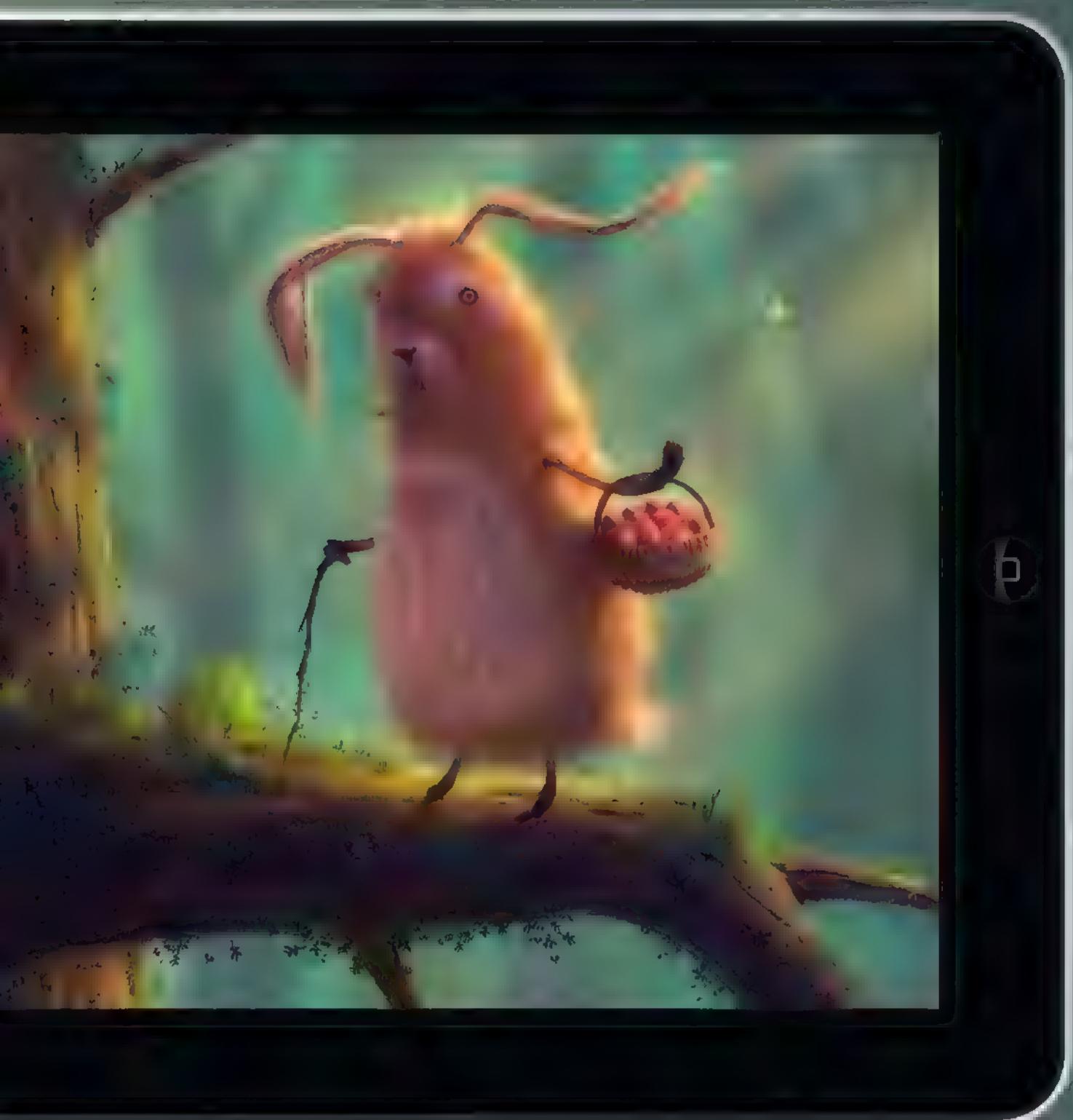


## Seize the moment

If you have an idea to draw something, don't let it go and be taken by somebody else. Give it life. Use your brain power and block all unnecessary and negative thoughts that try to distract you from your true path. We have this perfect opportunity to start here and now. There is only this very moment in our lives.

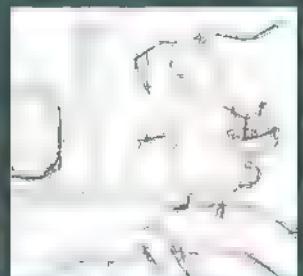
## Imagination enrichment

If your thoughts are overloaded with everyday topics such as the latest celebrity news or impending bills, it's advisable to clear your mind and load it with the right topic. Of course the quickest way to do this is the internet. I review a number of animal photos, paying attention to everything from forms and texture, to colours, lighting and more.



## Sketching my ideas

I start with simple geometric shapes, mixing various sizes. This is because the human brain can process images more easily this way. Round shapes express naturalness, tenderness and pleasantness. While sketching I realise that this little rabbit actually wants to be drawn. To ensure that my character isn't just standing around aimlessly, I create an environment, where it could happily exist.



# Workshops



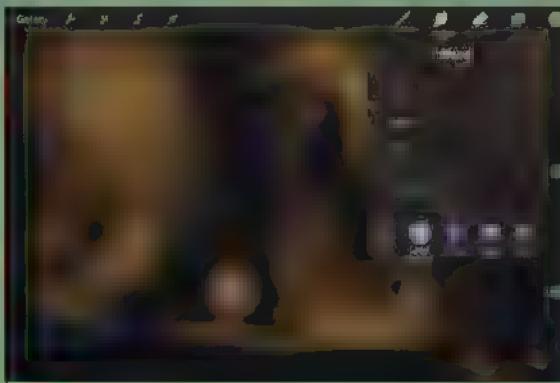
## 5 Varying the rabbit's shape

I always tell myself that if my outline sketch doesn't look good enough, think about the basic shape or shapes. Different shapes can express very different characteristics. It wouldn't be very interesting if a lot of rabbits emerge from the hole, all looking the same. So I make use of the Distort tool. It also comes in handy when altering perspective.



## 6 Choosing my colours

There are three main areas that will attract the eye: the rabbit, tree and background. I choose my colours by using either a triadic or analog colour scheme. Then I separate out colour tones: here the background is light, the tree is dark and the rabbit is between the two. I want to achieve a balance between big, medium and small objects, and between light and dark.



## 6 Lighting considerations

Now that I'm happy with the colours of the main objects, I can start thinking about the lighting. I start by darkening the areas that receive the least amount of light. Normally, this is at the bottom of the painting and areas where objects are close to each other. Because the sky is usually blue, the light from above can also be bluish to some degree.



## 7 Layer management

When you're working on an iPad you have to think about layers in advance, because the canvas size and number of layers depend on the type of iPad and its processing power. For example, on my iPad the Procreate app enables me to have seven layers. If I'm working at A4 size format, if I want to merge a couple of layers into one, I do it by tapping on them with two fingers.



## 8 Juggle those shapes!

Stepping back to look at the overall picture, it looks like the objects, light and shadows are arranged like a puzzle of geometric shapes. Like an orchestra conductor, our job is to manage all of it so that there's neither too much nor too little of an element. The best example is a rainforest, where everything has its own place. It's nature's way!



### Conduct the composition

 In this picture it's important for me not to have sharp, spiky shapes. Everything has to be clear, soft and natural. While I'm refining the picture, more shapes, colours and then tones appear. And so this part of the painting requires more patience. But I always tell myself not to stick to one part, conduct the whole orchestra and not just one section.



### Finishing up

 I often find that as a painting nears the closing stages, my biggest pleasure is putting final touches to it. I create a black layer on top of all the others, change its blend mode to Color Dodge and use a Soft brush to further lighten the lightest areas. Then I take a break from the image for a day or so, before returning to it with fresh eyes.



### Getting some feedback

 If you have weak nerves then it's best not to show your work to anyone until you've finished painting. Any critical opinions can seriously affect your motivation. For me, the best judge of my work is my own family. They always give it to me straight! I act on their feedback and add a couple of details that spice up my picture a little. And then it's finished!





Painter

## Profile

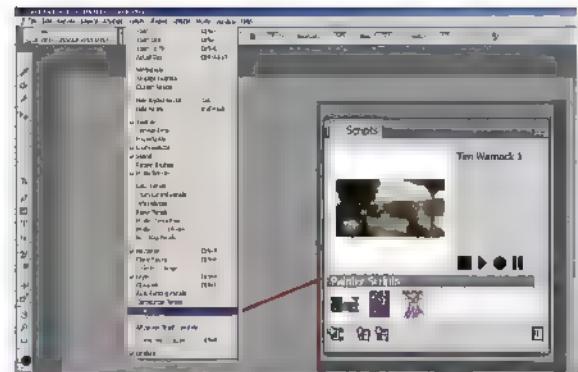
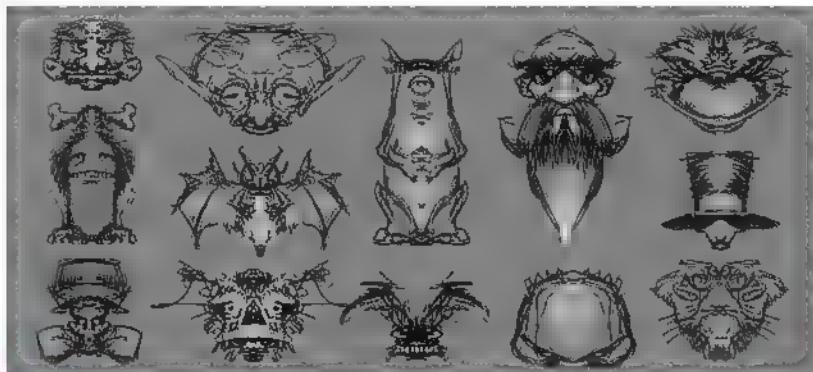


Don Seegmiller

Output can be read, you can record it, or you can read and output the variety of input.

## In depth

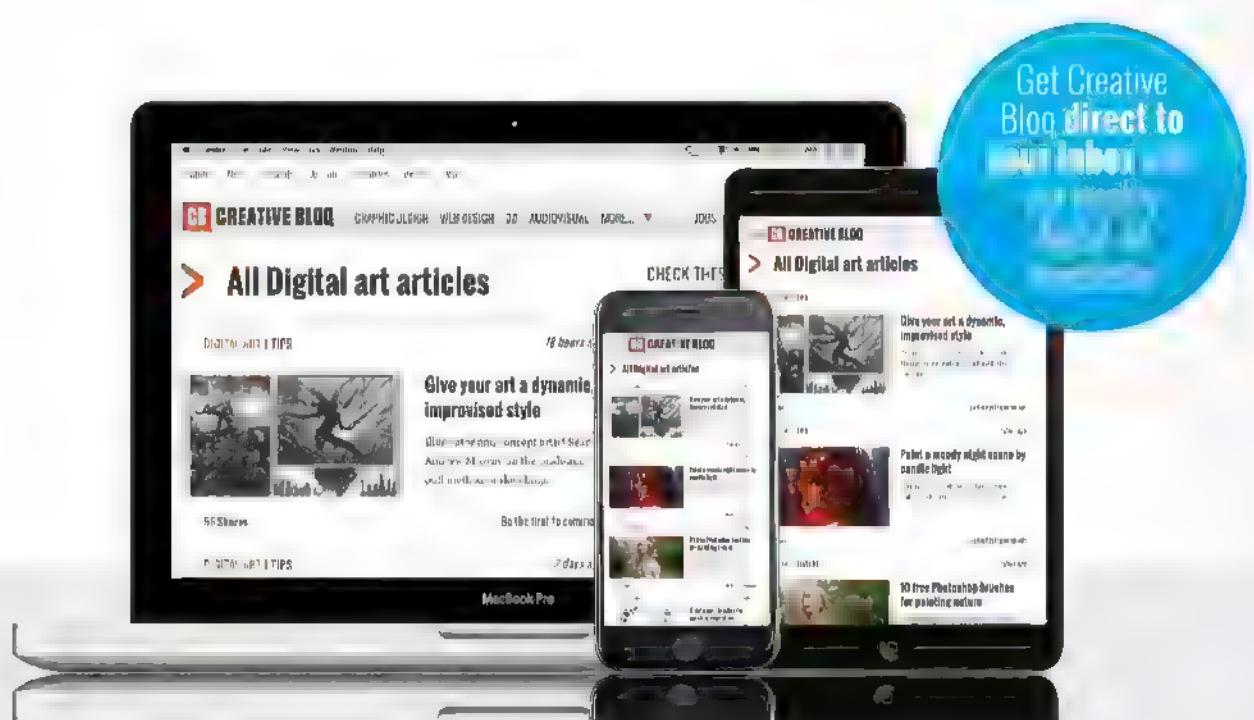




# In depth



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# Reviews



**Artist's  
Choice Award**

Art resources with a five-star rating receives the ImagineFX Artist's Choice award!

The latest digital art resources are put to the test by the ImagineFX team...



**HARDWARE & SOFTWARE**

**90 Cintiq Companion 2**

Take the familiar artistic power of Painter, Photoshop and more with you wherever you go.

**91 Rebelle**

See how Escape Motions has moved on from Flame Painter. Here's a big clue: you're in for a treat!



**93 Layout from Instagram**

Now you can generate appealing collages of your favourite photos on your smartphone.

**93 ZBrush 4R7**

We discover if Pixologic's newest release will appeal to 2D artists thinking of branching out.



**TRAINING**

**95 Painting Hair**

Character and concept artist Jace Wallace shares his process for creating hair that shines in this short but informative video.

**BOOKS**

**96 New reads**

Spectrum 21; Evolution: The Art of Rebecca Guay 1993-2014; Chappie: The Art of the Movie.



**RATINGS EXPLAINED**  Magnificent  Good  Ordinary  Poor  Atrocious



£1,300 will buy you the Standard version. The top-end, Enhanced version will cost a cool £2,000

# Cintiq Companion 2

**TOP DRAW** Take the familiar artistic power of Painter, Photoshop and more anywhere you like – even if it's just your regular desk

**Price** £1,300 (Standard edition) **Company** Wacom **Web** [www.wacom.com](http://www.wacom.com)

**U**sually, a review is designed to help you know which from a range of competing products you should choose. That's not really the case here, however, because the Cintiq Companion 2 doesn't actually have any competitors. It's a self-contained Windows computer with the full Wacom graphics tablet features already built in, which can also be used as a 'dumb' graphics tablet when connected to a Mac or PC.

Essentially, you can use this to draw sketch and paint at your desk hooked up to your main computer, and draw sketch and paint directly on it while sitting on the sofa or outside. Indeed it's meaty enough to use as your main computer, especially since you can hook up an external display as well as keyboards, mice and hard drives. The nearest thing it has to a rival is the Microsoft Surface tablet, but this has neither Wacom's heritage nor chops when it comes to rich drawing tools.

Unlike the first-generation Companion (which came in a version that ran Windows but couldn't be

used as a regular tablet tethered to your Mac or PC plus one that could do both but was limited to Android when standalone) this all-new Cintiq Companion 2 can be used at a desk as a graphics tablet for your regular computer, but because it also runs Windows you can use full familiar

## “The Cintiq Companion 2 doesn't have any competitors”

versions of Painter, Photoshop and so on when away from your workstation.

There are some additional improvements over the original too, a higher-resolution screen (although a side-effect is that interface elements are tiny by default), USB 3.0, two more ExpressKeys to speed up your work (customisable, of course, and per-application if you choose) and more.

Generally, it's superb. The drawing surface has a bit of bite, the small gap between the nib and the target

becomes less of a problem as you adapt. It's light and cool-running enough to use on your lap, and it comes with a three-position stand, the wonderful Pro Pen, and a natty protective sleeve.

There are four models and we tested the Standard – and it's not perfect yet. There's still a (probably unavoidable) graininess to the screen, colours are a little muted, and while fine indoors, it's particularly dim for outdoor use. We often triggered the ambient light sensor as we drew with it on our laps, too dimming the screen. The battery life is a little meagre; we regularly achieved between three and four hours. If you're a Mac user, you might shudder at the idea of using Windows, but mollify yourself by remembering that Windows 8.1 is Microsoft's best OS.

It's a solid investment for digital illustrators who want flexibility. However, if you don't need to use it away from your desk, you could save money and purchase the £800 Cintiq 13HD touch, or benefit from a bigger drawing area with the current year-on-offer £1,600 Cintiq 22HD touch.

## DETAILS





## Rebelle



**ESCAPE PLAN** See how Escape Motions has moved on from Flame Painter and the like



**Price** £27 **Company** Escape Motions **Web** [www.escape motions.com](http://www.escape motions.com)

**E**scape Motions' software is practically an art form unto itself: Flame Painter software generates fire so realistic you could stick it in your fireplace on a crisp winter's day, and feel the benefit. Meanwhile Amberlight, an extension of Flame Painter, creates wonderful X-ray-esque sculptures of light and shadow. Rebelle marks a departure from these abstract painting tools and a maturation for Escape Motions.

Rebelle is the company's first attempt to emulate real-life materials and mediums rather than creating mind-blowing patterns of fire and light. As such, it encroaches on a similar territory to Corel's Painter in its digital simulation of sloppy watercolors and acrylics. Painting with its tools feels natural and organic, and you can unleash your creativity with a selection of customisable brushes and colours.

So far so Painter - albeit without the hefty £315 price tag. But where Rebelle really gets interesting is in its hyper-real features to alter your painted artwork. The Blow tool simulates your breath on the canvas so the medium expands and clumps together. Meanwhile the Tilt control moves surplus paint in the direction you specify; when used wisely this can

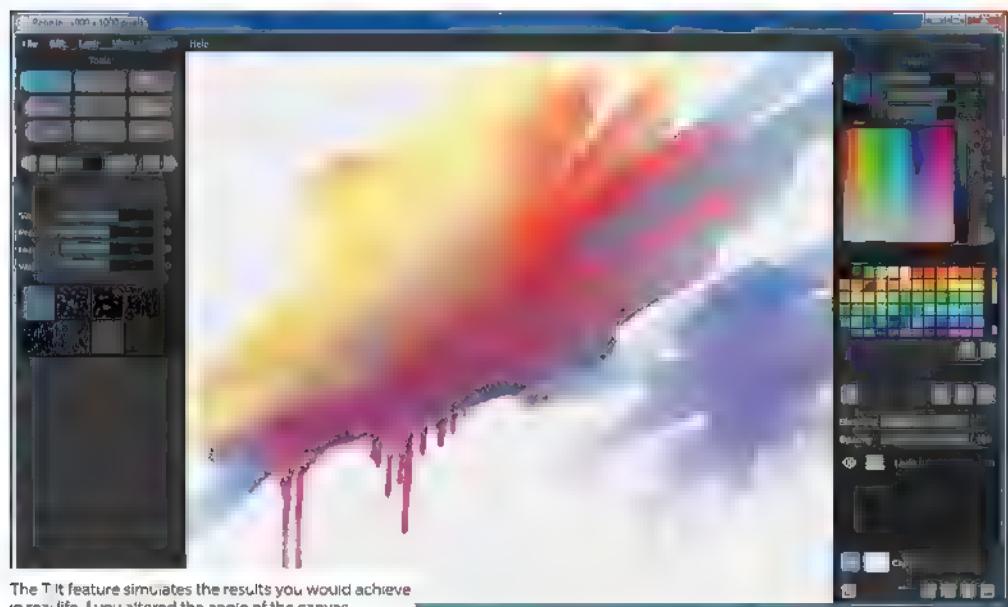


Check out the authentic acrylic brush strokes on Rana Dies Iron Man portrait

add a touch of dynamic speed or plummeting gravity to your images.

And then there are tools for drying or wetting the canvas, smudging and blending paint, and of course an eraser to undo your mistakes. Some may think these features are a little gimmicky; however we feel that they help to give the program a unique identity.

With Rebelle, Escape Motions has created a smart, competitive priced painting program that adds just enough to a well-worn formula to make it work. More importantly, though, is the company's move away from its singular abstract software and into the mainstream: the variety of brushes on offer suggests that this could become a frontal assault on Painter et al. Watch this (saturated) space.



The Tilt feature simulates the results you would achieve in real life if you altered the angle of the canvas.

# net

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## Layout from Instagram

**SNAP UP** Generate interesting collages of your photos

**Price** Free

**Company** Instagram

**Web** [www.instagram.com](http://www.instagram.com)

**RATING** 

Layout enables you to bring together multiple pictures in your iPhone's photo album to create collages of images. Instagram and Hyperlapse users will be familiar with the slick interface design. Open the app to start selecting up to nine photos from your camera roll, and previews of custom layouts are updated live on the screen. A Faces filter helps to drill down to pictures of people only, while a Photo Booth option means you can snap photos in-app.

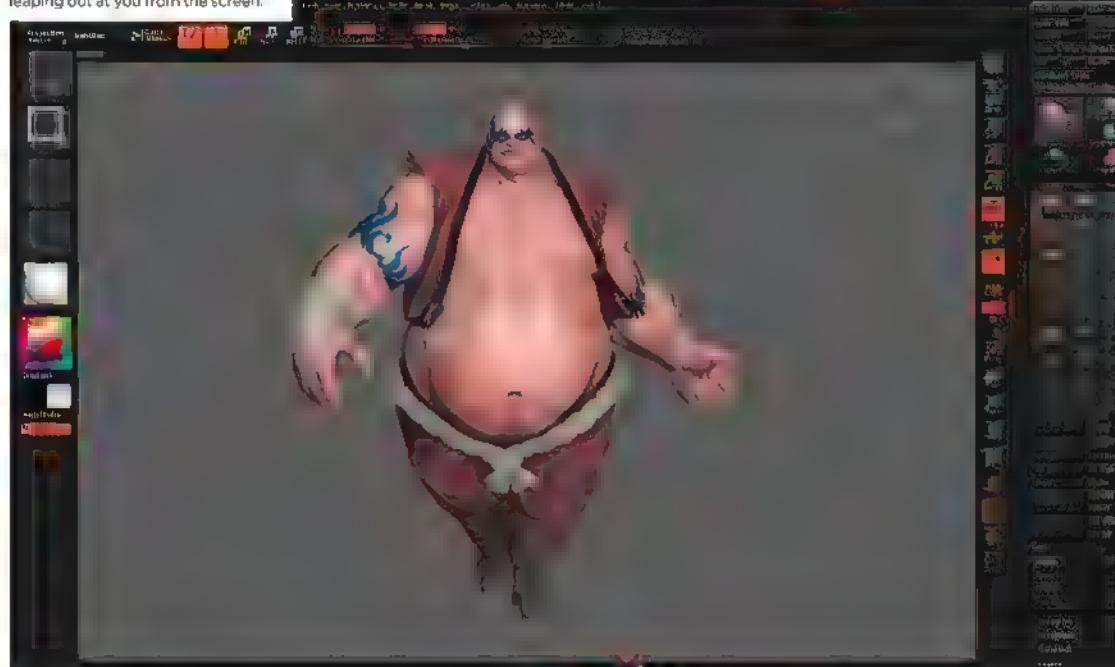
Tapping a layout takes you into the edit screen, where you can drag photos to rearrange, pinch to zoom or adjust frame sizes, offering a decent amount of customisation for creating non-rational mood boards.

Yet it's the flip and mirror options that provide the real artistic excitement, enabling you to create abstract, symmetrical or just plain weird images. Finished collages are saved and shared via the usual channels. Some may feel limited by the nine picture limit and lack of framing options – and accessing individual photo albums would be nice – but this is a neat, free addition to the Instagram scene.



You can create surreal, abstract scenes by using the program's Flip and Mirror options.

Of course, you don't necessarily want all of your 2D creations to come leaping out at you from the screen.



## ZBrush 4R7



**SEVENTH HEAVEN** We discover if Pixologic's newest release will appeal to 2D artists thinking of branching out...

**Price** \$795 (single user license) **Company** Pixologic **Web** [www.pixologic.com](http://www.pixologic.com)

**A**rtists wanting to move from 2D into the third dimension are faced with a raft of decisions. There's usually a hefty financial outlay at the end, so you need to get this right.

Are you looking for a solution to help with environments where you can paint over a blocked-out world, ensuring that your perspectives are correct? Or do you feel the need to create high-quality finished renders entirely in 3D? At the other end of the spectrum you may just want to add a little depth to your flat artwork. Pixologic believes that it offers a tool for all of the above with ZBrush 4R7.

ZBrush has a wealth of tools and abilities for many kinds of work, but it has stayed true to its origins of being a

2D app so if you want to add some impasto to your digital paint then it can do this with ease, enabling you to adapt light sources as well as media.

Even so, the user base for ZBrush has become a hardcore group of 3D artists working across the creative industries, from jewellery designers to film concept artists. This, in part, is due to its unorthodox but intuitive interface. It uses ZBrush's very different from other 3D software, so if you feel you may develop this side of your work keep that in mind, because you'll need to learn yet more interfaces if you move on to other programs.

Although ZBrush is an odd beast it's easy to get to grips with, and is powerful to boot. The modelling tools mean less switching across to other programs. It's evolved into a fully featured polygon modifier. Adding fine detail and replicating pieces to generate interest is simple with the new Instancing tools, and if you need to generate a high-quality render there's a new plug-in to send your project to the (not included) KeyShot render engine.

In summary, confident artists will get a lot out of this version of ZBrush – especially if they're keen to expand their creative skill set.



The new DynaMesh tool, akin to sculpting with clay, enables you to create interesting characters quickly.



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Digital replicas also available on Google Play, Nook and Zinio

Looking to give your pin-up girl hair that feels right and looks cool? Jace Wallace has the answers



Jace starts with the larger forms of clumps in the hairstyle.



A screenshot of Adobe Photoshop showing a portrait of a woman. A lasso selection tool is applied to her face, creating a sharp, high-contrast edge. The background is blurred, demonstrating the use of the Lasso Tool to control depth of field. The Photoshop interface, including the toolbar and layers panel, is visible.

The highlights added towards the end are made quickly with the help of Smudge and Layer Masks.

# Painting Hair

## OUT-STRANDING Character and concept artist Jace Wallace offers a snort but in-depth look at his process for creating hair that shines

**Publisher** Jace Wallace **Price** \$5 **Format** Download **Web** [www.gumroad.com/wakkawa](http://www.gumroad.com/wakkawa)

here's a revolution taking place. Massive industry sectors such as music and books, which used to require a middleman - a record company or publisher - to sell your work are now open to individuals to connect directly with their audience.

Vdeo training may be a much smaller sector, but it's subject to the same effect. James Gurney and Patrick Jones are perhaps the most visible of the wave of self-publishers, steadily building up their own catalogues of in-depth training. Jace Wallace takes a different approach in *Painting Hair*, his first self-published video. It's a more spontaneous, less-formal take on training, covering a topic narrow in scope but with broad relevance, how to paint hair that's convincing and cool.

Jace narrates over a speeded-up screen-capture, showing his whole process, from base tones to highlights. He starts by working with the larger forms of clumps within the hairstyle



## DETAILS

### Tanque seco grande

then gradually adds more detail until he's introducing individual strands as finishing touches.

Don't be fooled by his laid back drawl there's some serious knowledge on display here, as he shows how his methodical process helps him build up the multi-layered look that brings depth to hair. Although the process is quite straightforward, Jace's narration is full of insights, such as how the colour temperatures of skin and hair's shadow areas differ, or how you can adjust your background to give each part of the hairstyle more punch.

Painting Hair may only last 24 minutes, but it's something you'll want to replay over and over to study the process. It helps to turn a task that many artists find challenging into something that feels much more achievable. Jace has also thrown in the Photoshop brushes he uses and the original PSD file for deeper study. For just \$5, it's a bargain that should be part of every artist's training library. 

# JACE WALLACE

Jace is a character and concept artist, based in Utah. He graduated from the famous Ringling College of Art and Design in Florida with a BFA in illustration. His highest-profile professional gig has been a three-year spell at Electronic Arts, producing concept work for the Sims franchise. The artist is active in the online art community, offering frequent live streams of his working process, as well as



Photoshop document  
downloads. Painting  
Hair is his first  
recorded training  
video to date.

[www.makkaqa.tumblr.com](http://www.makkaqa.tumblr.com)



## Spectrum 21

**RAINBOW COLOURS** The greatest, annual, printed artists' exhibition is still going strong after more than two decades

**Editor** John Fleskes **Publisher** Flesk **Price** £30 **Web** [www.fleskpublications.com](http://www.fleskpublications.com) **Available** Now

**E**ven after more than 20 imagination-packed years of providing one of the finest and far-reaching platforms "for imaginative work in all its forms, without pretension and without prejudice", the Spectrum organisation, now headed by John Fleskes, still offers artists and art lovers a genuinely crucial, one-stop snapshot of the landscape of contemporary fantastic art, year by year. And the 21st offering is equally as engrossing and entertaining as any other year before it.

What Spectrum does so well is present fantasy in its entirety. This collection isn't all bright lights and happy smiles. It explores the nightmares as well as daydreams that contemporary artists envision perfectly posed pin-up next to battle-



Android Jones's 'Believe' was printed on a new 'Silverada' canvas, giving the print a pearlescent metallic finish

hardened warriors. If it's engaging, full of ideas and depicted with skill, you'll find it here.

Naturally, there are fantasy favourites - sword-wielding barbarians, and majestic dragons - but the majority of 21 is charged by incredibly personal fantasy. This is evident in the editor's gold award going to a dreamy, instantly recognisable Tran Nguyen piece. It's in Eric Fortune's solitary nighttime scenes, in Fiona Meng's soft surrealism

It may be a cliché to talk about pictures telling a story, but that's what this collection is. A storybook, for those who have the time and inclination to stop, and look, and imagine. What beast is that which has the antlers of a reindeer, tusks of an elephant and tail of a snake, and why does he look so amused? Where is that black rabbit in the Edwardian dress headed to? Who trained those cats to turn a pitbull into a semi-aquatic mode of transport?

You probably get the picture - if you take our meaning. You can dip into Spectrum 21 with the intention of a quick flick through, and then see the sun go down, leaving you dizzy in the dark, with hours lost to a host of wonderful, non-existent worlds.



Raoul Vitale's 'Second Breakfast' depicts the remains of the trolls who tormented Frodo's uncle Bilbo.

The 2015 instalment covers every Gold and Silver winner, from comics to book covers to advertising to concept art, and the particularly arresting dimensional sculptures. There's also a short but heartfelt tribute to the late Ray Harryhausen, insights into the contest's judging and judges, and a feature on Star Wars artist Iain McCaig.

Perhaps most inspiring of all the text elements, however, is the stirring Year In Review from John Fleskes himself, which celebrates the achievements and usefulness of the Spectrum family, and its promise that, "We will continue to leave the door unlocked where all can enter."

**RATING**



# Evolution: The Art of Rebecca Guay 1993-2014

**WHAT A GUAY** The artist who's largely celebrated for her work with Marvel and World of Warcraft presents her art without comment

**Editor** Rebecca Guay **Publisher** Self-published **Price** N/A **Web** [www.rebeccaguay.com](http://www.rebeccaguay.com) **Available** Limited copies

**N**o matter how avid a digester of art books you may be, it's still disconcerting to pick one up and find an almost complete absence of the written word.

This collection does contain one page of context-free praise from artists including Holly Black, Greg Ruth and Mike Mignola ("the way she weaves patterns through things that's the mag c stuff"). But otherwise, there's no intro for those new to Rebecca's work no insider views, and not one caption



Rebecca Guay's book has almost no words - perhaps a step too far in letting the art do the talking.

There's something slightly off-putting about an art book that's entirely devoid of text, but it's clear why this deluxe publication has been created this way. It's the result of a Kickstarter campaign backed by the artist's existing fans, and Rebecca's clearly decided that her paint brush has provided all the expression she needs.

Mike Mignola was right: the composition of these fantasy paintings

is exquisite. In fact, every element of the book is beautiful: every naked form is unblemished, every absent gaze a vision of perfection. If pure, perfect fantasy excites you, grab one of the few remaining copies from Rebecca's site. The artist tells us that she'll consider reprinting her book if there's demand for it. We suspect there will be.

**RATING**

# Chappie: The Art of the Movie

**HUMANOID BOOGIE** This art-of book presents the design work behind the recent film, but infuriates rather than inspires..

**Author** Peter E Aperlo **Publisher** Titan Books **Price** £25 **Web** [www.titanbooks.com](http://www.titanbooks.com) **Available** Now

**N**eil Blomkamp's films have a gritty, dirty industrial aesthetic all of their own. Which is a good job in the case of Chappie, as it's a megamix of better films - notably Short Circuit, Robocop and even Frankenstein.

The film's critical shrug doesn't promise huge sales for this rather drab, straightforward tie-in art book. The eponymous robot's grimy steampunk design (plus the other robots, many of which seem similar to Robocop's ED-209 look) would normally justify a book



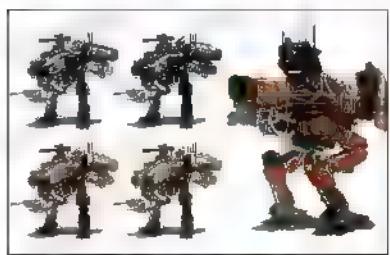
examining the skills of the team who brought it to life. Unfortunately this publication highlights the film's rather unadventurous design approach: robots, guns, vehicles and even characters somehow blend into one. Concept art shouldn't look this dull.

Meanwhile, numerous photos of junk yards, on-set snaps and Hugh Jackman shooting guns are accompanied by text quoting filmmakers who have no

idea what a turkey they've brought to life. At least the images are shown large on the page, in theory making closer inspection possible.

All this is presented in a Titan template so familiar as to scream 'cut and paste'. It all adds up to a book for which the phrase 'niche appeal' would be an understatement.

**RATING**



Some different colour treatments for the film's hulking robotic enemy

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# FANTASY

## illustrator



### HOW TO CREATE PIN-UP ART WITH A CLASSIC TWIST

Fiona Stephenson paints vintage-looking art using oil-on-canvas techniques **Page 106**



### This issue:



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The best traditional art revealed



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We visit Drawing From Film



**112 Sketching animals**  
Brynn Metheney draws a bear.



**114 First impressions**  
Nathalie Rattner talks pin-ups



### Ken Meyer Jr

ARTIST, US  
[www.kenmeyerjr.com](http://www.kenmeyerjr.com)  
[kenmeyerjr@yahoo.com](mailto:kenmeyerjr@yahoo.com)  
 MEDIA: Watercolour, acrylic, Ink



Ken has been an artist for over 30 years, working in many industries from ad agencies and government contracts to comics, games and book covers. His primary medium is watercolour, but lately his work has included acrylic and mixed media.

"My subject choices depend on the job, but I've done a lot of horror. I don't have a predilection for it, but I do love dramatic lighting, which applies to this genre," he says.

The California native draws inspiration from a range of artists, including Michelangelo, Jeff Jones, Bob Peak and Barry Windsor-Smith, as well as the noir-lit illustrations of Frank Miller.

#### 1 ANIMA DJINN

Watercolour 20x30in

"This piece was done for a private client, and is a reimagining of a well-known Magic: The Gathering card that I did. The original Djinn was male, and I thought it would be a nice switch to make the character female. The idea is based on a line in a Joni Mitchell song, *Anima Rising*."

#### 2 AN EYE FOR AN EYE

Watercolour 20x30in

"This is one of my most popular paintings. I painted it for a class, for an upcoming convention, and as a comment on 9/11. It also appeared on the cover of a comic book collection from Caliber Comics and made it into the Spectrum art annual."

#### 3 AT REST

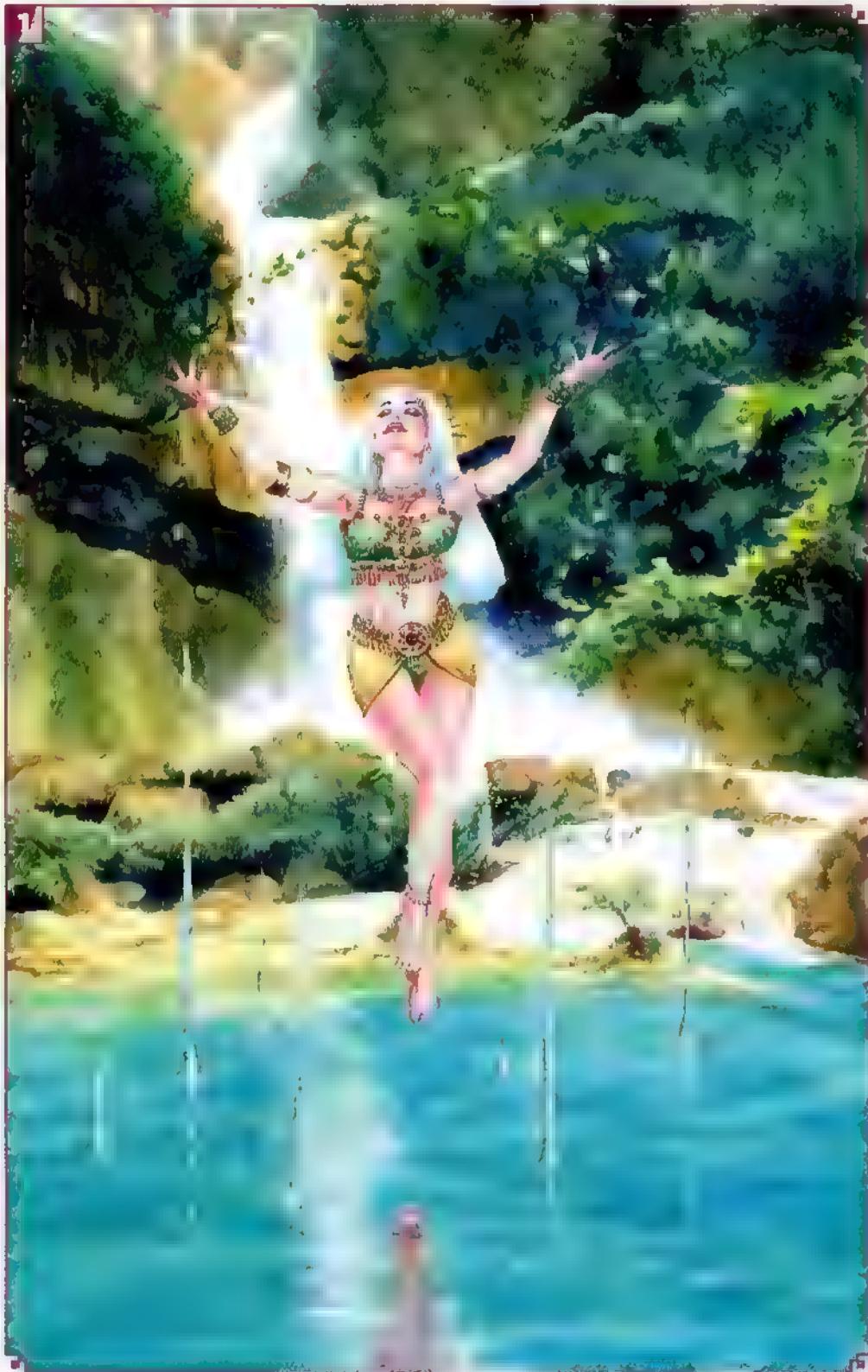
Watercolour 10x20in

"This was a commissioned piece for a writer friend, and it's one of my favourite paintings. It came quite easily, which is always a great surprise."

#### 4 MASKS

Watercolour 30x15in

"This was painted for an album cover but, wouldn't you know it, the band broke up before they could use it! Up to that point, it was one of the most detailed pieces I had done."





## IMAGINEFX CRIT

"Ken says he loves dramatic lighting, but the intensity of colour and richness of detail in his paintings have just as great an impact. No matter how exotic the subject matter, Ken makes it feel credible." Claire Howlett, Editor

**Sam Guay**

AT N US  
[www.samguay.com](http://www.samguay.com)  
 EMAIL [samguayart@gmail.com](mailto:samguayart@gmail.com)  
 MEDIA Watercolour, acrylic-gouache

  
 Stealing essence from dreams and travels, Sam's strange encounters have built themselves into complex, mythical, watercolour worlds. "The most frequent question I'm asked is, 'What's the story behind this? I want to know more about this character,'" Sam says. "I'm always brewing these stories, and I'm beginning to write them out to accompany my illustrations."

Literature, poems, folklore and even spiritual symbolism found in the cards of the Tarot have provided inspiration for the illustrator. "Visually I'm influenced by many artists that focus on pattern or line and maintain an odd or otherworldly essence," she reveals. "Arthur Rackham, Sulamith Wulfing, Klimt, Mucha and Moebius to name a few."

**IMAGINEFX CRIT**

  
 "There's a distinct flavour of Mucha in Sam's work, but the textures seem more meaningful and integral rather than just decorative Art Nouveau touches. Tender succeeds in sending a shiver down my spine!"  
 Daniel Vincent,  
 Art Editor

**1 TENDER**

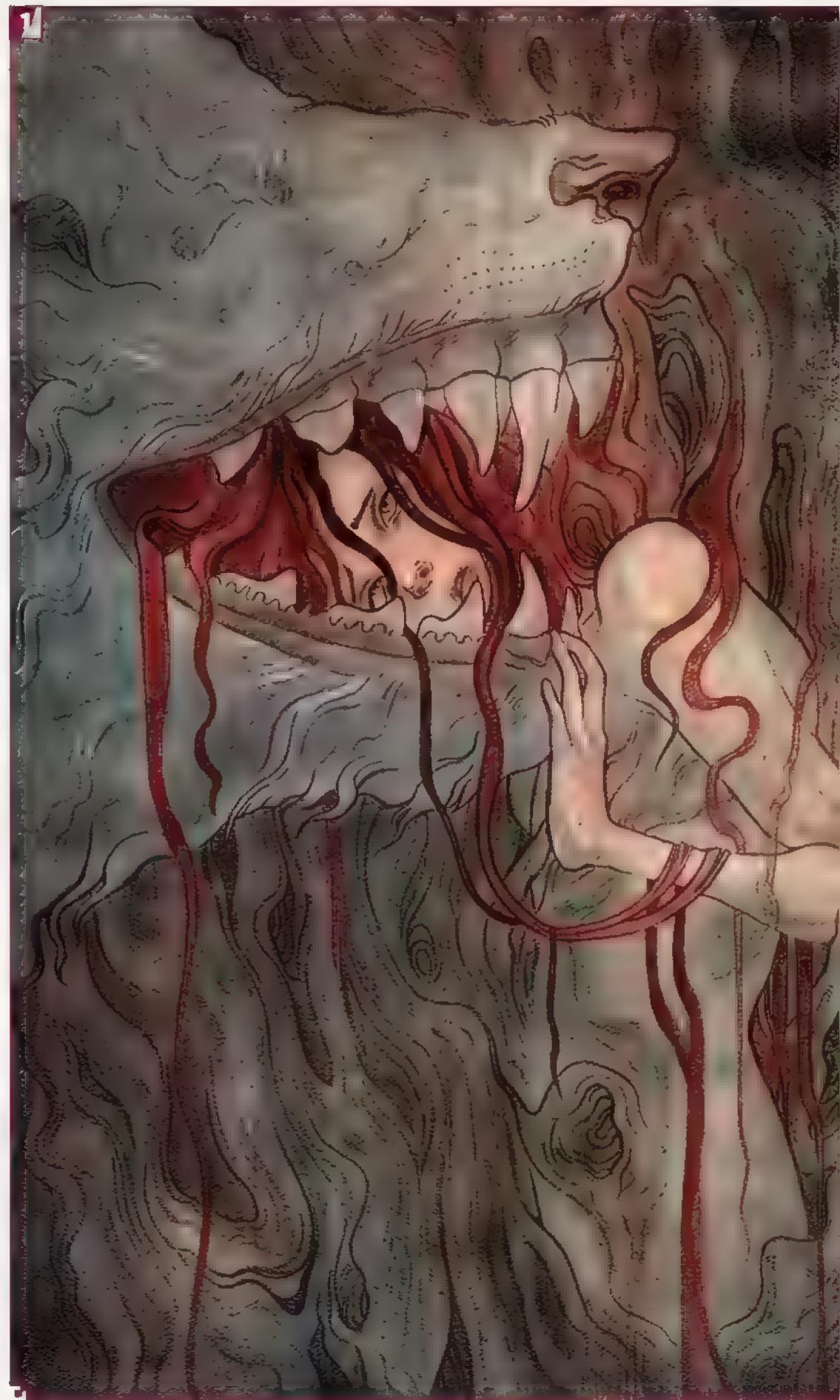
Watercolour/acrylic-gouache 11x17in  
 "This piece is based on a story I was told, and it struck a personal chord with me. I wanted to capture something between trust and fear: vulnerability."

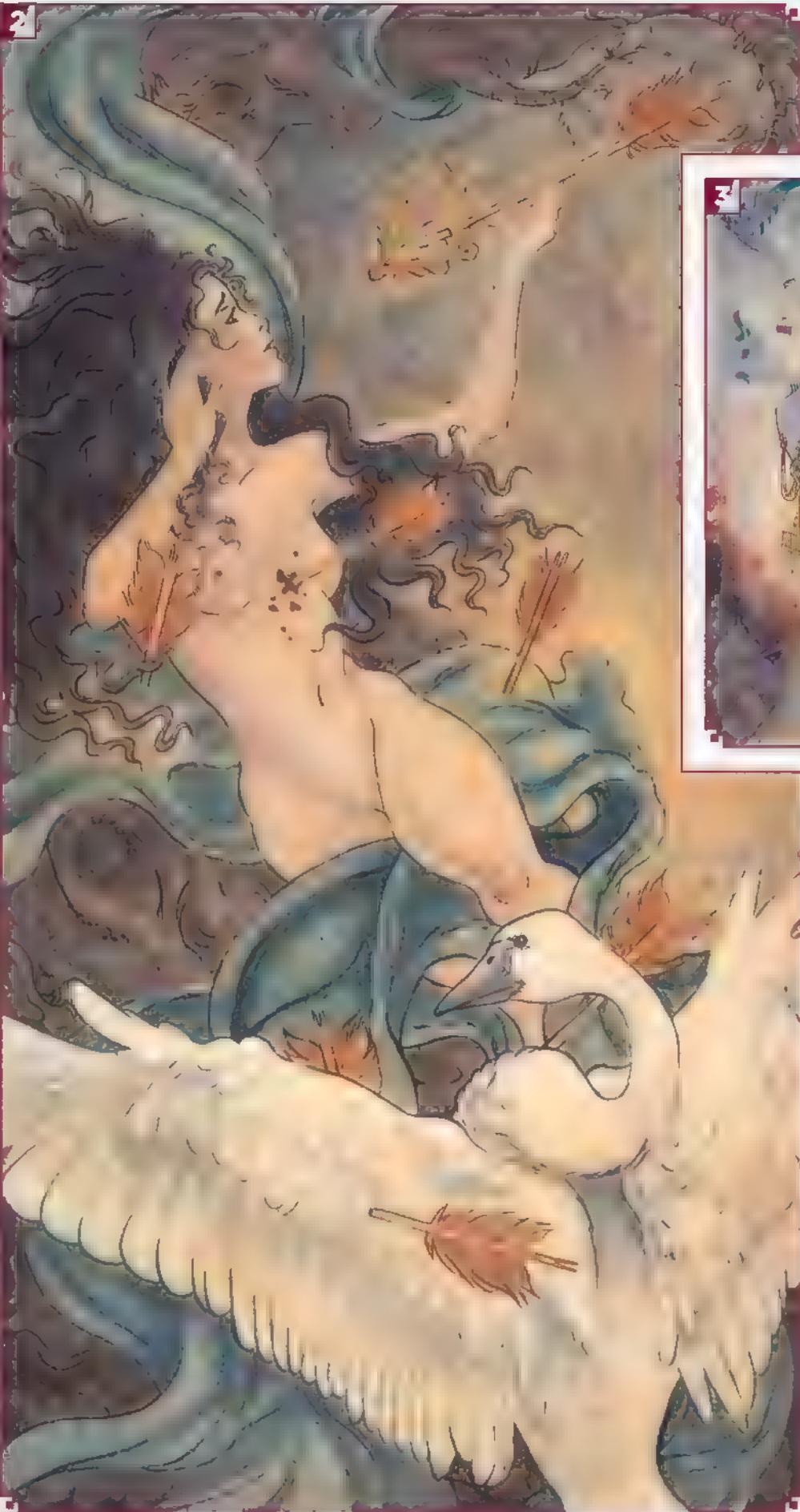
**2 EIGHT ARROWS**

Watercolour 5x18in  
 "I was given my first Tarot deck when I was 15 and one of my favourite cards is the Eight of Wands, which I interpret as swiftness, clarity and divine inspiration. This is my own depiction of that card."

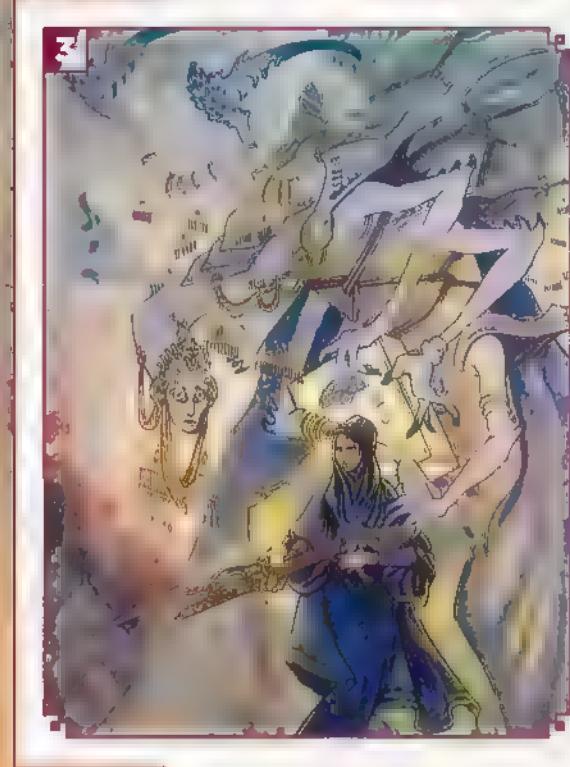
**3 ONEIRONAUT'S BOX**

Watercolour 16x20in  
 "I did this painting at the Illustration Master Class, and what started off as a small inspiration from a museum artefact now has an elaborate story behind it. I'm doing more work based on these characters and their stories."





2



3

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# Creative Space



## DRAWING FROM FILM

We zoom in on Lewes, in East Sussex, southern England, to talk to **NICK BUSH** about his uniquely cinematic approach to life-drawing classes

**N**ick Bush started Drawing From Film (DFF) five years ago while at art school in Glasgow, on a big blackboard in his bedroom. From this experimental venture, Nick pitched his unique life-drawing class idea to project manager at The Depot in Lewes, East Sussex and began weekly meet-ups at this independent old brewery-turned-cinema.

Subsequently, his vision has drawn enough attention for a second series of film-drawing salons in Herne Hill, south London. "So far in this series we've drawn from *The Lavender Hill Mob*, *The Passion of Joan of Arc*, *Wallace and Gromit*,

*Tampopo*, and *La Belle et le Béte*," says Nick. "I choose films that I have a curiosity with and want to learn more about them, by visually dissecting them," he says.

The DFF evenings invite people of all levels to come together to draw and learn from film. During the evening a specially selected film is projected and Nick pauses it between eight and 10 times at specifically chosen moments, for the class to draw from. The stills are up for three or four minutes, which gives the students time to make their sketches.

"The emphasis in the classes is on peer-to-peer learning. I encourage people to look and learn from one another and



Students bring their own drawing materials from pencils, inks and pads to digital tablets

to talk about their work. As an organiser I'm really encouraged by seeing others using film to help express their own ideas," Nick adds.

"I choose the stills, but the artist's individuality comes out on top through the drawn mark. Film is often a mirror to our and other people's societies. Our drawings are taken home, and the ideas can be re-expressed in a different form."

**Drawing From Film** is held weekly at The Depot, Lewes, East Sussex. Nick has also just started a new series of weekly DFFs in London and Newhaven. For more information visit [www.lewesdepot.org](http://www.lewesdepot.org), or contact Nick at [nichbush40@gmail.com](mailto:nichbush40@gmail.com).

## SKETCHING IT UP

DFF's speed-sketching classes have produced an array of characterful art, including these drawings from 1984's *Stranger Than Paradise*



Eileen Swanson's interpretation of Jim Jarmusch's cult, deadpan comedy



Eva and Eddie, the two main characters, are captured in Penny Jones' sketch.



Gill Lipson's sketch of Richard Edson's character, Eddie



Here Peter Bushell has used charcoal to illustrate characters Eddie and Willie.



Some students bring tablets to class - here's Rue Asher's scene



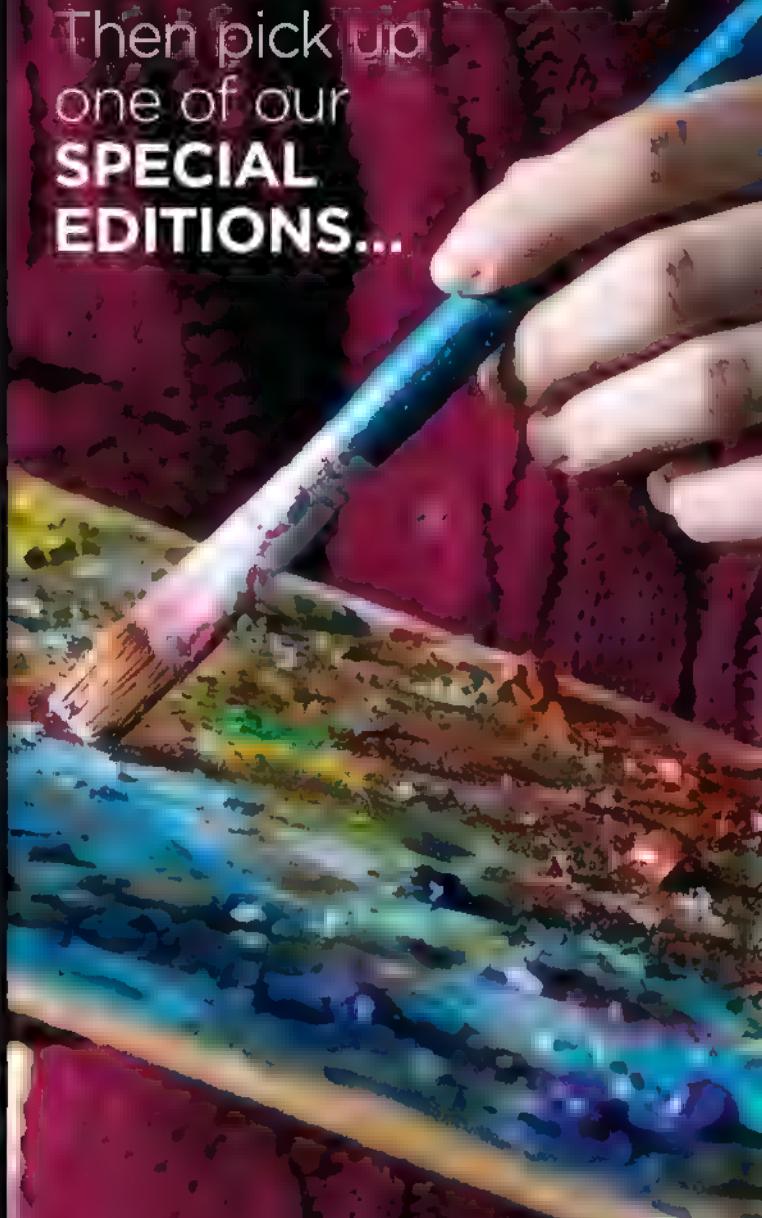
Gabrielle Lord adds some colour to the black and white film by using green paper



Stylistic shots offer interesting images to sketch from as Michael Munday shows here

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# Workshops



## Oils

# TAKE A CLASSIC APPROACH TO PIN-UP

FIONA STEPHENSON shows you how to create vintage-looking pin-up art using traditional oil-on-canvas painting techniques

Working in oil can be tricky. However, the flexibility you have working into wet paint and the resulting vibrant colours outweigh any problems.

I taught myself to oil paint by copying traditional pin-up artists from the 1950s, so my methods may not be correct but the end result will look reasonably authentic. The mannequin is useful for getting the clothing to look right, establishing where the creases are, where the light falls and so on. Your painting will be more convincing if you give these details some time.

Pin-up is light-hearted, not cynical, so bear this in mind when deciding on a pose. A classic pin-up pose typically has delicately arranged hands and demurely positioned legs – it shouldn't look sleazy.

### ARTIST INSIGHT

**TAKING PHOTOS**  
I have a Fuji Finepix HS25 camera, which I use to photograph the mannequin and other things I need to complete the artwork. I can't work without reference, so photography is crucial. It also helps to update clients on how the work is progressing.

I'm always eager to get painting, so I often rush the preparation. This has its pitfalls here, as you'll see in the workshop when a last-minute decision to include a ball of wool puts me under pressure, especially after the red takes days to dry. The more decisions you make early in the sketching process, the less you'll need to alter later and the more time you'll save.

My studio maximises the light. It's crucial when painting skin tones for pin-ups to have natural light rather than a daylight bulb. It's disappointing when you spend hours painting what you think is a creamy skin tone, only to discover the next day your colours look cold. The final thing I do is take my painting to a professional photographer who specialises in 2D artwork, which gives me a high-resolution image to pass on to my clients.



Fiona studied illustration at art college before becoming a letterer and colourist for comic books. She's been painting pin-up art for around 10 years and her commissioned work is mostly for advertising, although one of her paintings has featured on a DC Comics cover. You can see more of her pin-up art at [www.fionastephenson.com](http://www.fionastephenson.com).

**MATERIALS**

**PENCILS**

- Royal and Langnickel sketching set
- Farrel & Gold graphite set

**PAPER**

- Cartridge paper

**CANVAS**

- Winsor & Newton stretched cotton canvas 762x510mm, medium grain surface, triple coated

**BRUSHES**

- Golden Taklon Value brushes with rubber grip, sizes 2, 4, 6, 8, 14 and 5.08cm for background. Types: Shaders, Liners, Wash

**OIL PAINTS**

- Daler Rowney Georgian range
- Quick Drying Medium
- Winsor & Newton alkyd white
- Winsor & Newton Liquin original



**1 Setting up the doll reference**

Set a life-size mannequin to help with the general pose. The photo is used for lighting and reflections. If no camera, draw on the body with a pencil and then scan it into the computer.



**3 Tracing the image on to canvas**

Print out a large version of my sketch and trace it on to canvas using carbon paper to save time. I also print out my reference photo, making a raw-like gesture. Original hair is a simple washing-up glove - which I spray for a soft, feathered effect.

**2 Create a pencil sketch**

Draw the figure. Depend on thin attitude pencil to define the movement, and set the soft shading. It's important that the pencil is sharp. Work on the pose, what it's doing and what it's feeling. Always work relaxed.



**4 Raw umber acrylic line over blue line**

The blue line is difficult to see so I paint over it with acrylic raw umber. This is because acrylic will dry quicker than oil. This part of the process is just a guide, so the line doesn't have to be perfect.



**5 Underpainting the face and hair in oil**

Always start with the face. I'm loosely blocking in with a 20mm brush. The colors are relatively predominant. I'm using yellow ochre, yellow ochre, burnt umber, raw umber, red and raw umber to create warm skin tones.

**6 Underpainting the catsuit**

The figure's catsuit will eventually be black so I'm underpainting it with blue so that the black won't appear flat and dull. Always mix my paint with oil white and trying to mix.

## ELLEN

### CANVASES

I always buy canvases in bulk. They cost so little that way, and hence there's no need to make your own.





### 8 Starting the catsuit and continuing the face and hair

I continue to build detail on the face and hair. Stop when I feel something has been added too far away. Use dry brushwork on the catsuit to add red and raw sienna to build depth.

### 9 Tackling the catsuit look and chair

Mix in alkyd white (which is another add to after drying times) to create highlights and shine on the catsuit. Refer back to my original photo reference to make sure the white washes the chair.



### 10 Background colour and shadow

I continue to build up the background colour and shadow behind the hair. I'm beginning to have trouble with the hair with me to see how to use the wicker with raw umber and red white. I try to make it look like the wicker chair is still

### 11 The chair proves troublesome...

Despite my best efforts, the wicker chair is still failing to look good. I'm constantly changing brush sizes to try and get the right texture. I'm not sure if the wicker bands intersect while a lot of the chair is white. I try to make the chair to be the feature of the painting.

#### ARTIST INSIGHT

##### NETWORKING AND MARKETING

I don't have an agent, so I work hard to raise my profile on social media and at events such as comic conventions. I also license my art to companies, which gets my artwork on unusual products and in interesting places.



### 12 Background colour and PVC reflections

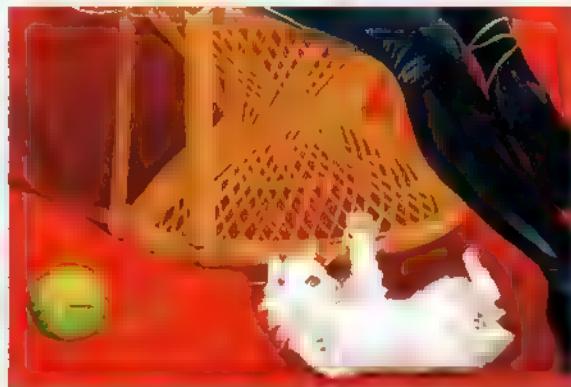
Use white to work on the PVC reflections, which give them more detail. I also decided to apply a thin layer of white paint into the bucket to achieve a vibrant colour. This may take an hour to dry.





## 13 Finishing those details – the chair, kitten, hair and eyes

After a frustrating wait of five long days for the red background to dry, I can finally put my finishing touches to the figure's hair and her pet kitten. I've changed the woman's eyes to green so they match the kittens, and the face and chair details are also completed.



## 14 Last-minute decision

I decide to paint a ball of wool to make the composition more playful. It must have been in my subconscious when I did the sketch, but it's taken a while to integrate it with the rest of the painting. I start with a quick green underpaint for the wool.

## 15 Final background coat and wool

I mix cobalt blue with chrome yellow for the wool, in part because this colour matches the eyes, also freshen the background with a wash of cobalt mixed with burnt umber and with liquin. I'm using a large brush to eliminate brush marks. And that, as they say, is that. I hope you enjoyed reading about my painting process. ■

### ARTIST INSIGHT

#### PACKAGING MY ARTWORK

I work mostly for the US and Canada, so packaging artwork safely is important. I use foamboard, which is strong but light, and polythene bags to protect the art from any moisture. I insure all my artwork, and this is factored in when giving out quotes.



**Pencil**

# SKETCHING BASIC ANIMAL SHAPES

BRYNN METHENEY starts a new series by showing how working from general to specific is an effective technique for drawing animals

**D**rawing animals is the first step to designing your own fantasy creatures. Nature has an amazing variety of solutions, shapes, colours and sizes to solve the challenge of survival. You'll find that drawing and studying animals will yield more exciting and unique ideas to your creature design.

I always begin with broad gestures and light pencil marks when starting a sketch. I'm only trying to find the animal's gesture, so I tend to work quickly. This is

especially key when drawing from life, where animals move about as you draw.

I like to use a harder lead pencil or broad lead pencil, depending on how large I'm working. The harder lead keeps my stroke light. Using my whole arm to draw, I sketch through the forms. Animators tend to use this technique and I've found it adds energy to my drawings.

From here, I'll build up my animal sketch by finding the muscle groups. I'm able to identify and memorise where these groups lie, based on the body plan of my

## MATERIALS

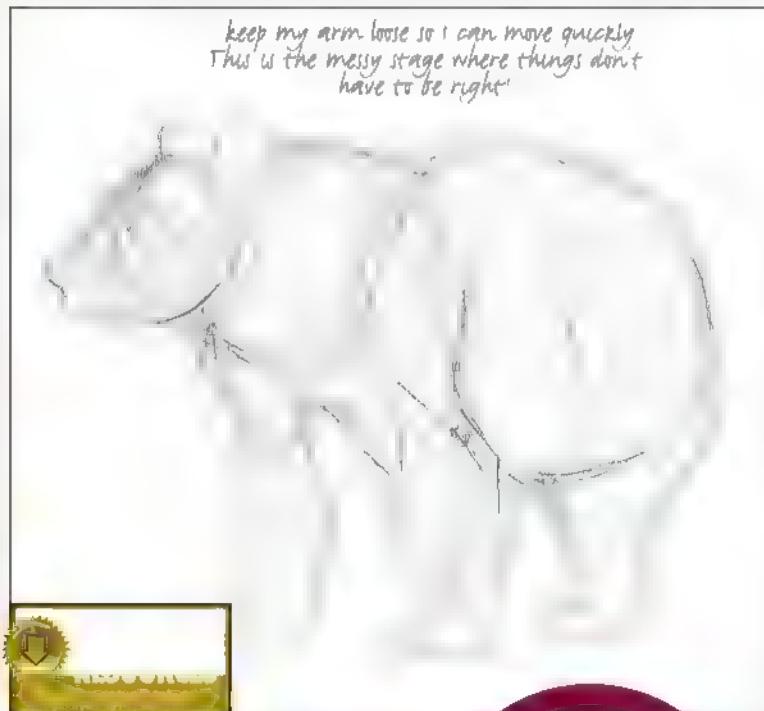
- Caran D'ache
- Grafwood pencils: 2H, HB and B
- Kneaded eraser
- Acid-free sketchbook paper

## Next month

Tips on animal skeletal structure

subject. Quickly adding in a bit of value and suggested form, I can give weight and depth to my sketch. Only now do I suggest some detail. However, there are more animals to draw and this technique can yield fast and effective results. Time to move on to the next beast!

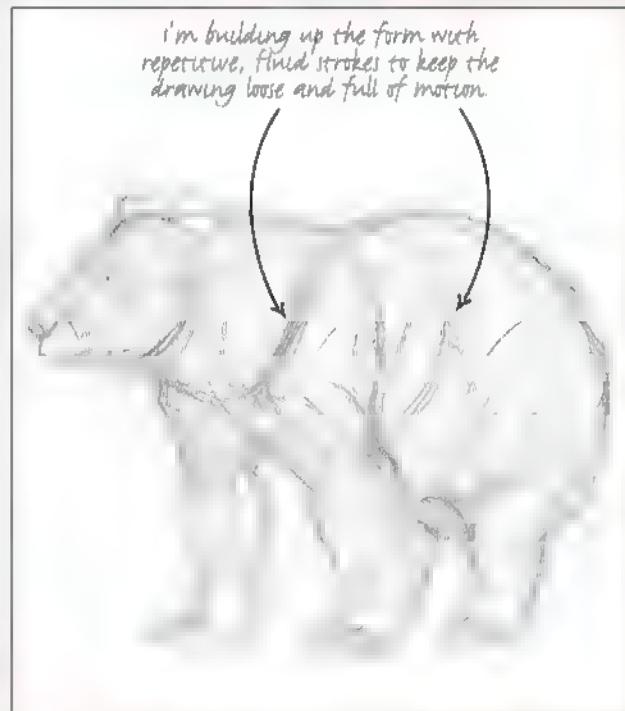
**Brynn specialises in creature design, fantasy illustration and visual development for film, games and publishing. She lives and works in Oxford, England. [www.brynnart.com](http://www.brynnart.com)**



### 1 Create a light sketch

I begin with a light sketch of a bear. I don't want to make any solid marks or build lines yet. I'm just finding the shapes of the animal's form and breaking it into a wire skeleton and shades to start. This is the foundation of my study.

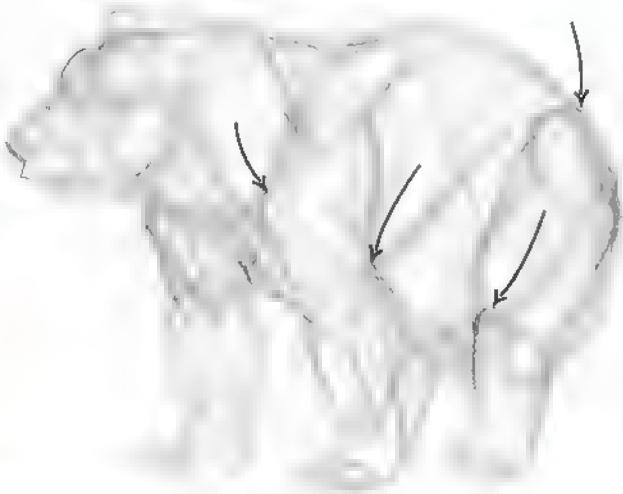
**CONSIDER CONTOURS**  
Think how a line would wrap around the animal's forms. This will help with volume and perspective.



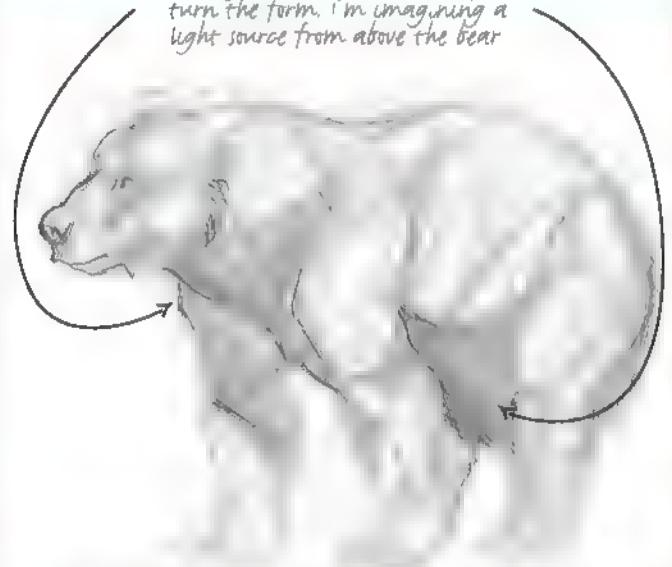
### 2 Drawing through forms

As I begin to build up my drawing I'll draw through forms. This means that I'm not worried about forms covering each other but rather I begin to see through them. This helps to keep the drawing fluid and keeps me aware of where the forms are overlapping in space. I'm also looking for landmarks such as the scapula and knee caps, to help me locate the anatomy of the animal as it develops on the paper.

Locating the joints and major muscle groups helps to keep the sketch grounded and accurate. This can help with fur placement and rendering later on.



Adding in some value can help to turn the form. I'm imagining a light source from above the bear

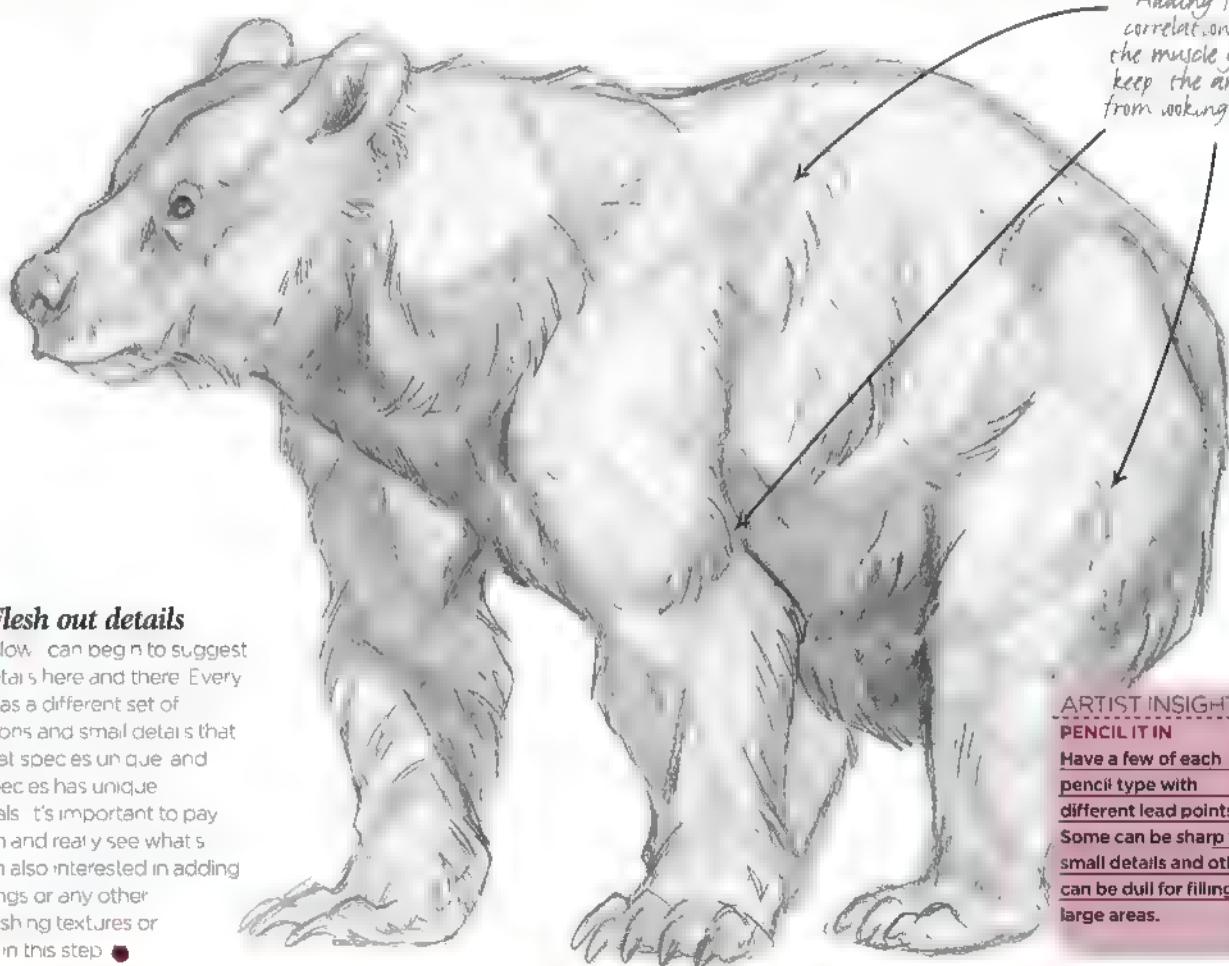


## 3 Finding the muscle groups

This is where my experience in drawing real-life animals frequently comes to help. I'm able to locate and find a variety of different muscle groups based on both my previous studies and memory. However, I'm always sure to really look at my subject so as not to miss out on what's actually in front of me.

## 4 Introducing form and value

Now that I've got a solid blueprint in place, I can begin to add in some quick values. This is where heavier lead comes in handy – I tend to alternate from HB and B lead, but you can use what you're comfortable with. I'll draw with these heavier pencils to nail in those lines and flesh out the forms of the muscle groups too.



## 5 Flesh out details

Now, we can begin to suggest a few details here and there. Every animal has a different set of proportions and small details that make that species unique, and every species has unique individuals. It's important to pay attention and really see what's there. I'm also interested in adding in markings or any other distinct textures or features in this step.

# First Impressions

Nathalie Rattner

There's no doubting how art and culture 'nurtured Nathalie's creative talents...



Where did you grow up, and when did you realise you had a talent for creating art?

I grew up in Calgary, Canada. I always felt artistically inclined, but it wasn't until I was in my 20s that I felt like I had any sort of talent for painting.

**Did your upbringing influence your style of painting?**

Absolutely. My parents made art and culture a priority. I danced with Alberta Ballet until I was 16. I also studied flute and piano, which helped to train my mind for my style of painting. I put a lot of thought and time into picking just the right poses for my models and into developing a flow and rhythm in the pieces, both of which are critical for me in creating successful pieces. My exposure to different elements of design gave me an appreciation for highly detailed things and taught me the importance of visual cues.

**Did you slowly gravitate towards pin-up art, or did one image push you in that direction?**

I experimented for many years with different styles and genres. As a child, I always thought I would end up as an



## NIGHT OF THE PIN-UP ZOMBIE

*"After watching season 1 of The Walking Dead I just had to paint a zombie."*



## “As a child, I always thought I would end up as an animator for Disney”

animator for Disney. For as long as I can remember, I have had a strong connection to vintage movies and the look of pin-up girls, but it wasn't until an artist friend suggested that I should try my hand at pin-up art that I thought of making it my speciality.

My first pin-up piece was of the lovely model Bernie Dexter, who was so gracious to let me use a photo her husband took as reference, even though I was an unknown artist at the time. While painting that piece, I felt everything click: the piece came together so well that I knew I had found the right path as an artist.

**Have you been inspired by any of the 'classic' pin-up artists, such as Olivia de Berardinis or Gil Elvgren?**

Yes, of course. It doesn't get better than Olivia, Petty and Elvgren when it comes to pin-up art, though my main influences have always been Degas, Rene Gruau, Manet and Toulouse-Lautrec.

**What have been the highlight of your career so far? Any low points?**

There are many highlights to choose from. One of the best was working with a model who had gone through some rough times and hearing how being painted by me had made her feel beautiful and self-confident for the first time in years. Hearing that my work with someone has left such a positive mark on their life is a joyous experience.

One of the low points was having my original art stolen by a gallery.

**Are your painting techniques evolving?**

By leaps and bounds. When I look back, I can see how far my technique has come even in the past few years. I'm always experimenting with new mediums, brushes and techniques to push my style and achieve new heights in my work. A few years ago, I came across a new brand of pastels, called Pan Pastels, which completely changed the look of my work and what I could achieve in each piece. I've recently started to dabble in acrylic, which has led to a new shorthand style that I've been excited to explore.

**What's the most important thing that you've taught someone?**

I would hope that if you asked someone to whom I've given advice, the most important thing I've imparted to them would be to believe in themselves and in the amazing things they have to add to the world.

**And so what advice would you give to your younger self to aid you on the way?** I was always so concerned with perfection when I was younger, and the thought of letting someone down by not doing a perfect job was a constant source of anxiety. I would tell myself that imperfection is the key to creating something of beauty that resonates with the viewer. By letting go, happy accidents can occur that will lead you to the greatest ah-ha moments and improvements in your work.

**How would you sum up your work, in under 10 words?**

Classic elegance wrapped up in an air of simplicity.

*Nathalie's pin-up work has an international following, and you can see more of her paintings at [www.nathalierattner.com](http://www.nathalierattner.com).*



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